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MEAN MACHINES SEGA

BITCHIN'!

ALIEN TRILOGY SCOOP REVIEW

WORLD EXCLUSIVE!

SOVIET STRIKE

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SOARAWAY SATURN REVIEW

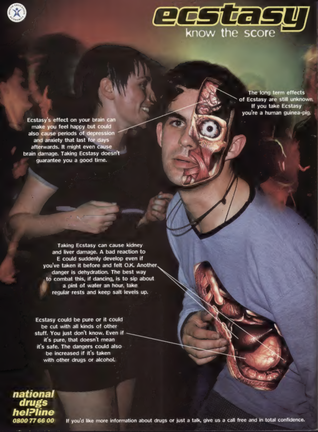
NiGHTS
into dreams...

1ST FOR SATURN

EXHUMED • ACTUA GOLF • STORY OF THOR 2 • NBA ACTION
ROAD RASH • PRIMAL RAGE • PINBALL GRAFFITI • TANK

ecstasy

know the score



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A YEAR OF SATURN

JUL 95
DAYTONA USA

AUG 95
PANZER DRAGOON

DEC 95
THUNDERHAWK 2

DEC 95
VIRTUA COP

JAN 96
VIRTUA FIGHTER 2

JAN 96
SEGA RALLY

FEB 96
MAGIC CARPET

FEB 96
SIM CITY 2000

MAR 96
WIPEOUT

MAR 96
X-MEN: COTA

APR 96
PANZER GRAGOON 2

APR 96
STREETFIGHTER ALPHA

MAY 96
ULTIMATE MK3

MAY 96
LOADED

JUL 96
NIGHTS

(WE'VE ONLY JUST BEGUN)

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SOVIET STRIKE

NiGHTS
into dreams...

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EDITORIAL

In the four years I've been on MEAN MACHINES, I can't quite recall a game line-up as excellent as this. We clinched Soviet Strike at the beginning of the month with a revealing interview, and Acclaim pulled out the stops to bring you Alien Trilogy before we went to press. Sandwiched in between these two massive titles is NiGHTS, a dazzling display of what the best developers in the world can do for Saturn. Sonic Team say they wanted to let players experience the dream sensation of flight, and NiGHTS is literally an uplifting experience to play. Hard to believe that next month shows every promise of being better, with an earth-shattering 70% complete version of Fighting Vipers waiting at Sega for our perusal. I'd also like to bring your attention to our exclusive Tomb Raider comic strip, which will be running from now until the game is released. Arrange yourself a rendezvous with Lara! Until next month.

GUS

INDEPENDENCE DAY

Those nice people at Twentieth Century Fox took us to see a preview of Independence Day (ID4). The new alien invasion movie is officially the most successful film ever, having put more bums on seats than even Jurassic Park! "The alien mothership effects were ace," says Dan, who was well impressed, "although the plot and dialogue were cheesier than a mouldy Wotsit!" It'll be arriving at a cinema near you any day now, and on your Saturn some time after that. Go see it – it's neck and neck with Toy Story for MEAN MACHINES movie of the year.

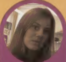
The question of whether or not we are alone has been answered
INDEPENDENCE DAY

THIS SPORTING STRIFE

You can't walk in the MEAN MACHINES office without falling over multi-sports games at the moment. A pile of worn out joypads is testament to the popularity these button bashing frenzies. But what are the team like at the real thing?

GUS

"Judo was the only sport I was really interested in when I was lad," says Gus. "I did it for about three years, thinking it would turn me into Bruce Lee. For the good it did me I might as well have been Bruce Forsyth – this was very forcefully brought home to me after my second lesson. After each class we had half an hour to practice the skills we'd supposedly learned. I was only 11, weighed about 5 stone and really didn't know what I was doing. I was challenged by this hulk of a 20-year old who wiped the floor with me. I remember sitting in the back of my dad's car on the way home, reeling from concussion. I ended up falling out of the car and throwing up everywhere. My dad laughed. Tee hee."



CLAIRE

"I used to be really fit," says Claire, who recently gave up her membership of the local gym after three months of opting for pasta over push-ups every lunch time. "When I was 12 I went on a 20 mile horse ride. I would have continued horse riding if it wasn't for a distressing experience. My mum had just bought me all this really smart riding gear which I was really proud of. Unfortunately I fell off my horse and spent nearly a mile getting dragged along the ground behind it. My jodhpurs were ruined and I had a really sore bum for weeks." Since quitting the gym, Claire has been all the more determined to pursue her interest in sports. Only last week she got cable TV installed so she could watch Lunchbox Volleyball.

MARCUS

"All that multi-sports button-bashing was much easier in the old days," says Marcus. "At least the keys on my ZX Spectrum were made of rubber." Before he launches into one of his speeches about how games were better when they were made of wood, he remembers a school sports day story. "I usually tried to get out of it with a forged note from my mum, but on this occasion I was stuck in this bizarre egg and spoon race that you had to run with both feet inside a sack. I only got away with it by jumping on the back of other people's sacks to slow them down." It is this underhanded sneakiness that earns Marcus a lookalike picture of Doctor Who bad guy the Master. "That was Dan's idea of a joke. He'll have to go."

STAR TEST DAN JEVONS

A new, lean, and fighting fit MEAN MACHINES team is complete with the addition of our new staff writer Dan Jevons. The time has come for Master Jevons to take the spotlight for the first of many Editorial humiliations...

Name: "Manual" Daniel Jevons
Date of birth: 21st November 1973 (Nintendo day!)
Height: 6 foot 2
Weight: Light as a feather!
Marital status: Desperate
Hobbies: Films, snow boarding, bungy jumping, videogames.
Favourite games: Ghouls 'n' Ghosts, Street Fighter Alpha, Quake, Mario 64 (gulp!).
Favourite Sonic game: Sonic CD!
Favourite retro game: Defender.
Least favourite games: Dark Castle (Megadrive), Last Action Hero (SNES).
Most astonishing high score: Completed Panzer Dragoon Zwei with the type_1 dragon and 100% kill ratio.
Favourite films: Aliens, Miller's Crossing, The Usual Suspects, Reservoir Dogs, Hard Boiled.
Favourite member of Take That: Gary Barlow (the only talented one).
Most embarrassing record: Teenage Mutant Ninja Turtles soundtrack.
Embarrassing school memory: Falling off the stage during a performance of Bugsy Malone!

CAK CORNER

Cak Corner is a new regular feature turning the spotlight on the worst games in history. Each issue, we'll be giving away a tin of new Turd in a Can (tm) to the, er, lucky winner of our competition. This month's classic cak is the legendary Megadrive game Dark Castle. This dire platformer, released in 1991, had it all – worse graphics than a Master System, no scrolling, almost non-existent animation, migraine-inducing sound effects, tiny sprites and music that sounded like the noise cats make when you stand on their tails. So how can you win your spray turd? Simple. If you're a Dark Castle owner, simply send us a photo of the end sequence! Address your entries to Cak Corner – Dark Castle. What we decide to be the most entertaining description will win the poo. You've got till Monday 16 September and the usual competition rules apply. Good thing there isn't a rule about not doing crap competitions, hyuk hyuk hyuk.

NICK

Beyond recalling Preston's 6:1 thrashing at the hands of West Ham in 1977 (classic match, apparently) Nick hasn't got a lot to say about sport. He does highlight one profound truth, however. "Isn't it funny how, when you're at school, there's always a kid who gets called cruel names for having skiddy pants? Everybody knew one. It happened at my school – the kid was only 11 but an unfortunate incident in the changing rooms during PE revealed that things weren't all they should be in the pants department. They never let him forget for five years." So, Nick, how did you cope with this constant bullying? "Well, I tried to wear clean pants after that but, oh, erm, I think he was really upset, this bloke. Gutted he was. Gutted." Hmmm.

DAN

"When I was 13 I ran the Glastonbury marathon," says Dan. "It was only six miles long but we got so behind that we hitched a lift with my mate's grandad when we saw him passing. We pretended my mate had a sprained ankle so, out of sympathy, he dropped us off half way through the course. I think that my greatest sporting moment was down to skill, however. I was a last-minute sub in a water polo match at school and I scored a winning goal one minute before the final whistle. It was brilliant – I knocked the ball backwards, right over my head! It really impressed the chicks. I even got a kiss off Clare Burgess-Wassen. And she was wearing a swimsuit, so you could really..." Yes, thank you Dan. We're sure it was lovely.

ANIME GIVEAWAY

AD Vision have just released the Japanese sword and sorcery classic Princess Minerva. This light-hearted Anime action video is on sale now, price £12.99. However, by entering our competition you could blag yourself one of five tapes that AD Vision have given us for our compo. To be in with a chance, simply...

Name one of the female characters from Streetfighter Alpha.

Put your answer on the back of a postcard or sealed down envelope and send it to **SAUCY SORCERY** at the editorial address. The usual competition rules apply, and all entries must reach us by second post on Monday 16 September. Good luck!

Princess MINERVA

WATCHING THE DETECTIVES

HERCULE POIROT
Steve 'daft moustache' Merrett
INSPECTOR MORSE
Angus 'likes a laugh' Swan
JESSICA FLETCHER
Claire 'good for her age' Coulthard
COLUMBO
Marcus 'dirty mac' Hearn
JIM ROCKFORD
Nick 'bad collars' Paterson
SHERLOCK HOLMES
Dan 'elementary' Jevons

COMMISSIONER GORDON
Andy McVittie
MISS MARPLE
Lisa Merrett
EMMA PEEL
Tina Hicks (ta da!)

PRIVATE DICKS
Radion Automatic
Tom Cox

Q & A PHOTOGRAPHY Victoria Upton

Special thanks to: Susie and co at Core Design, Simon Smith-Wright at Acclaim, Maz for the discs and, of course, Andrea at EA for her infinite patience!

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IMPORTANT: We've been inundated with queries about Shining Wisdom since the game's recent UK release. We regret that it's impossible to help you over the telephone, and suggest instead that you contact our back issue associates (phone number below) about the availability of issues 43, 44, 45 and 46. These issues contain our exhaustive four-part guide to the game.

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COMPETITION RULES
Employees and suppliers of EMAP IMAGES and their relatives are not eligible for competitions. There is no cash alternative for any of the prizes on offer. And you can forget those multiple entries too, folks!

MEAN MACHINES SEGA use Dolby Surround Sound to test out all featured software.

DOLBY SURROUND

NEWS

Today's headlines... Micro Machines: The Next Generation, Crossroads in space; D in Spain and The Incredible Hulk in a new sequel. Set in neither space nor Spain. Now you've been introduced, meet this month's news...

THIS TIME IT'S WAR!

MICRO MACHINES MILITARY

CODEMASTERS

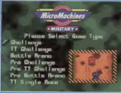
MEGADRIVE

RELEASE NOVEMBER '96

ORIGIN: UK

Codemasters have unveiled their latest and last Micro Machines game for Megadrive, and it's going to be a blast! Micro Machines Military is heading for a November release and, in all probability, number one in the charts.

Codies themselves describe it as 'Honey I Shrunk the Armed Forces' – the characters get into cartoon uniform (Cherry becomes Forces' sweetheart) and jump into newly-armed vehicles, adding an entirely new angle to the gameplay. Three entirely new track areas, Farmyard, Sandpit and Forest Park, have been assembled for characters to race their tanks, gunboats, 'copters, urban warriors, APCs and more tooled up weaponry. With these they can blast their opponents off course. They also have to contend with indiscriminate fire coming from all new interactive scenery, turning picnic tables into war zones — biscuit-bomber bees, soldier ants and toy pistols blasting out jets of water.



Please Select Game Type
- Challenge
- TT Challenge
- Battle Arena
- Pro Challenge
- Pro TT Challenge
- Pro Battle Arena
- TT Single Race

The game supports eight players using the established J-Cart system, and an entirely new mode of play that effectively splits the game in half. After the 30-odd racing tracks, come 20 battle arenas. In these, up to four players have a single objective – knock your player over the edge. The idea came in response to the gamer reaction to Micro Machines 2 and '96 – people loved playing dirty on the sponge tides and narrow ledges.

Richard Eddy at Codemasters is keen to point out that Supersonic Software (behind the previous titles) are creating an all-new game, not an update. "It would have been easy for us to slap together Micro Machines '97, but we thought, what the hell, let's go out with a bang! And the combat gameplay adds so much." There are some AAA Megadrive games on the way this Christmas, but none will be awaited so keenly as the new Micro Machines!

JUPITER MOON

GANYMEDE

BY: BMG

SATURN

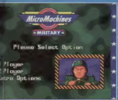
RELEASE: 1997

ORIGIN: USA

Ganymede is the work of Rocket Science, a developer who achieved overnight star status, then quickly fell to earth when their first game, Loadstar, got 3% in this very mag (and was consequently canned). They've now reinvented themselves and are working on some ambitious projects eventually destined for Saturn. Ganymede is a 3-D polygon blaster set on the moon of Jupiter of that name, with honest to goodness aliens, a highly manoeuvrable 'vapor sled' and some fast-moving lunar topography graphics. Our privileged look was at a very early version.

KEY

- competition
- new game
- japan news
- tipped for the top
- exclusive news
- film news
- news update
- arcade conversion
- gossip
- british development



Those who remember the hugely dodgy "Neighbours meets Crossroads in space" type scenario of the satellite-only soap opera Jupiter Moon will be relieved to know that this has absolutely nothing to do with it.

SPANISH TRAGEDY

TORICO

BY: SEGA

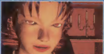
SATURN

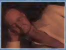
RELEASE: TBA

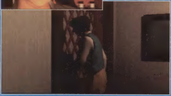
ORIGIN: JAPAN

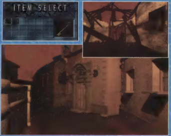
Rendered CD adventures like D do not have the same popularity here as in Japan, but Sega reckon they can cause a stir with Torico, an intriguing new two disc adventure with a distinctly latin theme. As the game only exists in Japanese form, the plot is unclear, but the game begins with you sharing a prison cell with an intense bald man.

Soon you're trolling around a large Spanish-style town, meeting equally weird inhabitants, getting stabbed and solving puzzles. The game has an unsettling, mature ambience, and quite a bit of mystery, and seems larger in scale than comparable games of this type. The English translation is underway, and the dedicated band of fans of this type of game should expect it before Christmas.









CRIMINAL CLASS

CRIME WAVE
BY: DOMARK
SATURN
RELEASE: SEPTEMBER
ORIGIN: UK

When did Domark last release a Sega game? Dunno, but who cares, because soon they're releasing Crime Wave. We're promised a futuristic gangster fest viewed from a Micro Machines-style perspective. You roam around eight city zones in one of the many vehicles on offer, killing people, wrecking things and generally gaining the status as an all-round bad egg. The game dumps traditional level objectives by developing as you go, with upgrade options and more complex missions for successful players. Domark think Crime Wave's mix of rotational isometric graphics and clever AI programming will be a winner. We should know whether to agree by next month.

GREEN'S BACK

INCREDIBLE HULK: PANTHEON SAGA
BY: US GOLD
SATURN
RELEASE: AUTUMN '96
ORIGIN: UK

The once mighty comic hero, Incredible Hulk, is revived to rip perfectly good shirts again in US Gold's new license. Pantheon Saga is an original Hulk adventure being assembled by Attention to Detail, a UK coder based near US Gold's own developer. An early version seen at E3 shows how ATD are mucking about with conventional viewpoints, mixing 2-D and 3-D platforming, adding puzzle elements to character combat. Over five levels Hulk makes his way from a Scottish castle to an Antarctic wilderness. We await to see the scene where he checks in for his flight.

PLANE CRAZY

VARIOUS
BY: VARIOUS
SATURN
RELEASE: TBA
ORIGIN: JAPAN

P-38 LIGHTNING

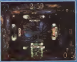
For those who love the trusty old 2-D shoot 'em up, the popularity of that genre seems to show no signs of flagging in Japan. A spate of vertical scrollers has appeared over the last couple of months, including Don Pachi, Strikers 45 from Atlus software and Sonic Wings, a conversion of the NEO GEO arcade module. Though nothing groundbreaking to western eyes, there's tons of good old-fashioned gameplay in these, and Sega are looking at some as possible releases here. They've already signed up Darius 2, the sequel to the Acclaim horizontal scroller.

RETURN OF THE JOCK

Britain's one and only (well now the others have been canned it is!) games show Gamesmaster returns in the autumn with the perennial Loaded reader and bon viveur Dominik Diamond taking the mike again and entertaining us during the modern pop! 'challenges'. Dexter Fletcher is but a distant memory, and this sixth (!) series wants to improve on the format further — with your help. If you want to suggest any item for the show, celebrities, challenges, us as executive producers, write to: Gamesmaster, PO Box 91 London E14 9GT.

CHAMBER POT

BLAST CHAMBER
BY: ACTIVISION
SATURN
RELEASE: AUTUMN '96
ORIGIN: USA

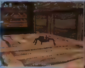


We could have brought you this last month, but we lost the shots! Anyway, this is Blast Chamber, a highly innovative twist on the platform blaster in that it takes place in a single room. More accurately, a giant rotating cube, so that walls become floors, then walls again. Up to four players charge around this stomach-churning environment trying to kill each other. Sounds good to us, and should be ready in a couple of months.

SHE GOT LEGS

BOSS Studios is an [illegible] the budget end of the foodchain. Luckily, this [illegible]

[illegible] centipedes with eye-catching camera and [illegible] perhaps justifying BOSS' bullish claims. A feature [illegible]



EXPLOSIVE

[illegible]

GOSSIP!

[illegible]

CREAM OF SEGA

I've got a theory. I reckon that absolutely none of you let bother to read the intro to Cream of Sega. In fact, I reckon that we could leave it exactly the same for month after and month and no-one would be any the wiser. It's getting to be like a broken record anyway: 'spin the platters that matter, Euro '96, Brian Lara Cricket etc'. Ah well. Nice to see Panzer Dragoon Zwei and Need for Speed are doing well. As usual, thanks to ELSPA, Chart-Track and you, the readers, without whom we wouldn't be doing this.

HYPE CHART

The games we, and you, voted as our most eagerly awaited

With the new pad this game is unbelievable!

Seems our news piece had you frothing at the mouth

Better than the PlayStation version!

Sega have a 70% complete version on show. It's almost ready

Latest info is no more cheesy tunes.

HAVE YOUR SAY

Thanks for the huge response to our readers' charts. Each month we list the games you most want and those you are looking forward to. Just fill in the coupon. Also take a guess at what the most popular game of the month will be. One of those smart enough to guess the top of the reader's chart will win a copy of that game! Congratulations to last month's winner, Steven Pegg from Ross-on-Wye.

MY TOP THREE SATURN GAMES ARE

I'M MOST LOOKING FORWARD TO

I PREDICT THE MOST POPULAR GAME WILL BE

NAME:
ADDRESS

Send to: Cream of Sega, MEAN MACHINES SEGA
EMAP Images Ltd, Priory Court, 30-32 Farringdon Lane
London EC1R 3AU.

SALES CHART: SATURN

Chart Track's guide to the best-selling CDs

Holds its ground, but will Olympic Soccer put one past?

Top racing action straight in at [illegible]

Top blasting action. On a dragon!

Want to hear a joke? Ridge Racer's better than Sega Rally. Ho ho ho

The best gun game ever! Except for Cop 2 of course

What?? Number 6? Buy more you fools, buy more

A Megadrive Virtua Fighter is on the [illegible]

Cute puzzle action par excellence.

Best game ever? Probably

Best 2D beat 'em up ever? Definitely!

[illegible] CHART SATURN

Our choice of the next generation titles.

Sega's flagship title is a masterpiece!

Believe us, this is something special!

New boy Dan can't get enough of it!

Gus has been laying seige to this [illegible]

Enjoyed a new lease of life when we found we could go dolphin hunting.

SALES CHART: MEGADRIVE

Chart Track's guide to 16-bit sales

1 (1)
BRIAN LARA CRICKET '96 (Codemasters)
Peel my tangerines, what a surprise!

2 (2)
FIFA SOCCER '96 (EA)
Bake my steaming puddings. Another shocker

3 (3)
TOY STORY (Sega)
There's definitely a sense of deja vu about this month's top three

Break some world records with a mate.

Strawberries and cream abound.

Codies' classic just won't go away!

Utterly brilliant golf em up

You can't get enough of the old devil.

Back, at a bargain price

The best multi-player game going

READERS CHART SATURN

Your choice of the best Saturn titles

Pin scat its it to the Max!

Still the best fighting game around.

Its about time you lot cottoned on to PDZ!

What about Euro '96?

Would [illegible] action

BLAM!
-MACHINEHEAD

See! through the eyes of Dr Kimberly Stride as you ride the Vorpal Blade through an insane combination of shoot-em-up action, strategic objectives and B-movie melodrama. **Gasp!** with amazement at state-of-the-art virtual landscapes, tunnel-[illegible] and eye-popping FMV. **Laugh!** in the face of danger as you blast through fifteen adrenaline-pumping stages of sheer 3D exhilaration. **Scream!** with terror at horrific hordes of mutated polygonal enemies. **Beg!** for mercy as you face the Machinehead in the mother of all showdowns...
Play! Blam!-Machinehead! for the ride of your life.

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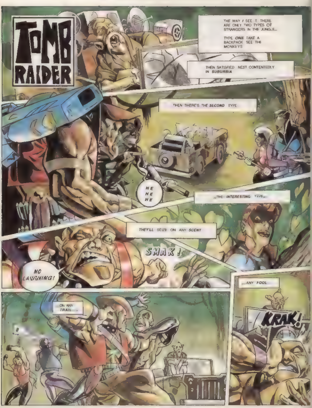
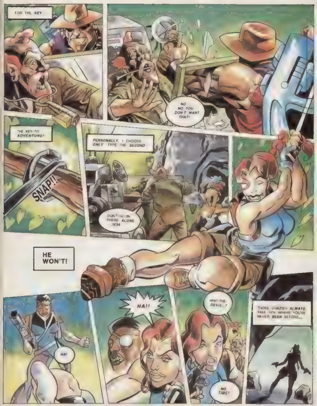

TOMB RAIDER
THE WAY I SEE IT THERE ARE ONLY TWO TYPES OF STRANGERS IN THE JUNGLE..
TYPE ONE TAKE A BACKPACK SEE THE MONKEYS
THEN SATISFIED NEST CONTENTEDLY IN SUBURBIA
THEN THERE'S THE SECOND TYPE
HE HE HE
..THE INTERESTING TYPE..
THEY'LL SEIZE ON ANY SCENT
SMAK!
NO LAUGHING!
ON ANY TRAIL...
...ANY FOOL
KRAK!


FOR THE KEY
NO NO YOU DON'T WANT THAT!
THE KEY TO ADVENTURE!
SNAP!!
PERSONALLY, I CHOOSE ONLY TYPE THE SECOND
DON'T GO IN THERE ALONE SON!
HE WON'T!
HA!
HA!!
WHO THE DEVIL...?
NO TIME!
THOSE CRAZIES ALWAYS TAKE YOU WHERE YOU'VE NEVER BEEN BEFORE...

PROJECT

PUBLISHER

[illegible]

RELEASE

FORMAT

DEVELOPERS

SOVIET STRIKE

Few games have the right to expect cast-iron chart success. Soviet Strike is one of them. Four years of gaming excellence, critical acclaim and rabid expectation will come to a head with the release of the first 32-bit helicopter shoot 'em up from EA. But Soviet Strike isn't merely set to rise into gaming lore on the back of the reputation earned by the three Megadrive games. Two years of programming with the 'Godfather of Strike' John Manley, breathtaking technical ingenuity and a crusade for good old fashioned playability and the American way ensure Soviet Strike of its own place in the sun. Since Urban Strike the press has largely been kept in the dark until EA revealed the game at E3 in May. Then it became clear that the temptations of an out-and-out 3-D fest had been resisted. It also became clear to those who played the game for a short amount of time (it was already surprisingly together) that the essence of previous titles had been distilled into the new game.

You can judge for yourself in November, but first we bring you the exclusive thoughts of Michael Kosaka, Executive Producer, who spoke to us from EA's development base in San Mateo, California.

Three of the Black Sea fleet gets you

AN INTERVIEW WITH MICHAEL KOSAKA

Q: Where did the idea of a Soviet Strike game come from?

A. The Soviet angle came from the original three designers, Michael Becker, John Manley and Rob Swanson, who worked together to try and take Strike over to the 32-bit machines. They entertained a lot of different scenarios, different parts of the world, which is part of what the Strike thing is, trying to be topical, up to date, and the stuff that was happening in Eastern Europe was certainly exciting and that's what helped them arrive at the particular Soviet scenario.

Q: And when did they actually come up with the scenario?

A. Actually, design started, believe it or not, about two years ago. That seems like a long time ago, and it really was.

Q: You talk about topicality. When the idea was first developed people had no idea the communists might come back, but there's been a recent resurgence in Russia. Was that completely unexpected?

A. Art imitates life, or life imitates life – I'm not sure what the phrase is, but yeah, that was serendipitous. What we did was produce [illegible] of what a scenario, and then things turn out the way they do, and that's always a fun part of what we do.

Q: You talked about other members of the design team, had they come from the original 'Strike series?

A. John Manley is the only one of those associated with the three previous versions, the Godfather of 'Strike as it were.

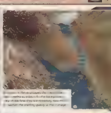
Q: And he wanted to have a hands-on involvement with this one as well?

A. He absolutely has. John has seen us through since day one.

Q: That leads on to the next question – how much of the project is inspired by the three 'Strike games? What are they key features that you would say players of the other three games would recognise?

A. One of the things that John and his team did was try to analyse, some people might say over-analyse, what exactly makes the 'Strike series interesting, gives it its longevity. So they dissected the three previous 'Strike versions from the design side and the implementation

It screamed in. With barely a minute to spare, in its inimitable style, Soviet Strike arrived to blow us away.



[illegible] we can see how they are streaming data [illegible] the startling quality of the image

[illegible] Also over the key features they [illegible] interesting. Also they [illegible] some focus [illegible] to help them to tear apart those [illegible] they thought would work really well. So [illegible] they been inspired by the last three games? [illegible] and they've learned a lot from each [illegible] edition, and hopefully that will be [illegible] in this product also.

Q: The look of the game is very distinctive — a bit like, but also a bit not like, the old 'Strike game—

A: [illegible] We've got a couple of primary views. One of them is behind the chopper and you can switch to the classic Strike view also. This was [illegible] a conscious design not to try and do the first person perspective. It's been done quite well on a lot of other games, and we thought if we did it, it would be a kind of 'me too' type thing. It really plays to our strength to keep [illegible] the perspective as the [illegible] and try and amplify [illegible] the 12-bit. So it was a [illegible] decision not [illegible] with the cockpit.

Q: But do you not worry people might look at the game at think it's not 'next generation' enough, because it looks a bit like conventional 16-bit games?

A: [illegible] absolutely. I would say that's a huge [illegible]. But I think the software demonstrates [illegible] we're featuring a couple of new technologies. One of them is the way we are rendering backgrounds which gives it a very unique [illegible] and I don't think anyone else has done it on [illegible] platform. It has fully rendered backgrounds making it look basically photo realistic [illegible] something which is very unusual. And [illegible] we carry the [illegible] for us as far as [illegible] with something that's taking a [illegible] 32-bit machines ▶

FALLEN EMPIRES

[illegible] Russia in the late 1980s the Cold War was effectively over [illegible] the West [illegible] of spy stories, James Bond and the fear of 'reds under the bed' have never [illegible] Soviet Strike takes [illegible] into a nightmare scenario where the real fanatics have [illegible] President Yeltsin and once again threatened the peace loving world [illegible] Desert Strike, which reared its controversial head when the Gulf War was a [illegible] Soviet Strike [illegible] current political issues. Russia is still an unstable country, support for communist factions is increasing and the ideologues of Stalinist ideas are once again becoming emboldened. A [illegible] amount of nuclear weapons are left under no obvious control [illegible] Strike [illegible] helicopter taskforce whose primary [illegible] missions and scenarios earmarked as suicidal. They are small [illegible] No one learns of their successes, nothing is ever heard of their failures. They [illegible] adapt to any battlezone. Soviet Strike covers a vast [illegible] of the Russian and Eastern European landscape [illegible] including in the capital itself, against the backdrop of the Kremlin

[illegible] capturing a photo-realistic [illegible]

Q. You're coding this on various formats at the same time. Does that create problems with the different results you can get out of a PC Saturn and Playstation?

A. The Saturn conversion is being done by a really good group called Tiberon - they've surprised us with the incredible amount of good technology they've been able to find out for themselves. We've been repeatedly surprised by the performance of the Saturn, we've just been blown away with how they've managed to keep up with us. Despite a lot of tricks that can be done in the PSX you cannot do on the Saturn they've pretty much been in step with what we're doing.

ON GAMEPLAY....

Q: Talking about more specific matters of gameplay, can you give us a view of the plot and structure of the game?

A. The 'Strike team is this covert military team assembled by governments to stop wars before they begin. In the case of Eastern Europe there's a bad guy, a madman trying to incite all kinds of bad things and your job is to get in there first and shut down all types of activity before they spread into a widespread war. Part of the fun, which hasn't been seen yet, but that we're including through the Full Screen Video, is the news story part of it, the political side of it which I think is fascinating because we've got a key reporter, and she gives you the angle on it. When you succeed nobody knows about it and when you fail they cover it up, so it's an interesting little political thing generated as a background story to the whole deal. But the plot is basically save the world, don't let things get out of hand.

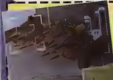
We've got five specific areas of Eastern Europe. In the order you'll go through them in the game there's, Crimea, The Black Sea, Khyber, one we call 'Dracula' which is Transylvania, and then to the capital itself. Now each of these is a very different type of environment and has different types of actual gameplay.

Q: Does the game still possess the mission within mission structure?

A. Really, that's something we thought was key. We like to see it as a "thinking man's shooter" - you really need to think about what you're doing, you need to plan ahead, and you just can't blow everything up. I think that gives us an edge that some other games may not have. Yeah, we have missions within missions. For each of the scenarios, you're going to be doing four or five different missions.

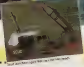
Q: Are there any plans to extend the longevity of the game after it's complete? Can you go back and find something different?

A. Well, we have that to an extent. We have scripted certain key things that go on - for instance, you can follow a particular truck to its destination and it will trigger another event. If you don't do that, it doesn't itself



The [illegible] part of the game uses the CG [illegible] in a way that was impossible in the previous Strike games. Sophisticated composites of CG sequences and videos lays out all the weaponry in the game

Your Apache's functions are [illegible] in the mission briefing sequences. Here the hook used for resupply and rescue is shown [illegible]



Scud launchers [illegible] heads

For all its technical [illegible] found mature gameplay status. Soviet Strike is a gutsy blaster at heart. This is what Michael calls mayhem

Here younger [illegible] infested without [illegible]

These pictures come from the 'Dracula' section, full of brooding Gothic towers, concentration camp surroundings and grim Bohemian villages.

end the game so you can miss it and there will be things you don't know you've missed. Hopefully talk through magazines and clues will persuade people to go back and play through things they've missed. There's also a lot of video here too, and you can go back and see slightly different 'trees of responses' to how well you're doing.

Q: In the previous games, there were other vehicles you could use. Will that feature in this game?

A: Unfortunately not. For this one we're going to stick with the Apache helicopter. In the sequel we have planned there will be a variety of other vehicles.

Q: Was that because of the work involved in setting up the game engine? Is it a bit like Desert Strike, which was the basic engine to which the sequels were embellishments?

A: You're right on. That's pretty much it — that is our learning curve as it were, trying to concentrate on what we have. We'll expand on that in the sequel.

Q: Talking about your 'learning curve', what you have now is a game three or four months off completion. Has it turned out to be more ambitious than you thought?

A: Well actually the script could exceed what we could put on the machine, which is a good thing; we had to leave things on the drawing board and we'll pick those up in the sequel. As far as the execution goes, the developers have actually advanced expectations quite a bit. We asked for the moon and they have delivered; we're very pleased with the way the developers have worked on it.

Q: Let's talk about some of the weaponry used against you during the course of the game.

A: It pretty much ranges throughout what is modern military technology, most of it out of the manual. I hate to plug Janes' but we do have the Janes license [EA have licensed the famous military publisher] and there was a certain amount of keeping up with what is the real hardware out there now — we wanted to to be sure of what current technical capabilities are. So there's nothing outlandish about that stuff, there's SCUD missiles, CRUISE missiles, anti-tank stuff, submarines, big guns [laughs]. Pretty much if it shoots we've got it in the game.

Q: And because it's Russia, are there nuclear weapons involved?

A: Ummm, yes. There is positive, but not overt, usage of nuclear weapons in the game.

Q: [redacted] there. Is this some sort of a surprise?

A: [laughs] Yeah!

Q: The 'Strike games have a reputation for being really hard, real gamers' games. Have you set out to ma[illegible] Strike so difficult, or [illegible]ly accessible?

A: I think you're exactly right. That's one of my concerns, that I've always found the games a little hard myself. One of the things we've thought about, which we might include as an easter egg [American term for cheat] or even as an option is a mode where you can just go round and shoot things up, but I'm not sure quite how we're going to handle that. We won't allow that to spoil playing the game for real.

Q: What you're talking about is Strike's interactive scenery, where in the other games you can blow buildings up, trash the scenery and find things hidden. Is that feature extended here?

A: We have that, and we also have other things that occur — I don't want to give too much away — inquisitive stuff, where you will have to interact with the scenery in order to complete some of the missions correctly. You'll need to be ordered in the way you blow things up so as not to trigger some other event which may for example get in the way of someone trying to get through to you.

Q: This leads on to another question about the artificial intelligence within the game. When we saw the game at E3, we saw enemy soldiers emerge from a destroyed building and drive off in a jeep, which you could follow. How intelligent are the elements like soldiers you face in the game?

A: Well it works at various levels as defined by the game designers. What you saw there was actually scripted. So basically what the script says is 'if this building gets shot by a gun, release this man, get into the car'. It's a scripted thing. He has a path to follow, he drives down the road like a madman and then he crashes. And that is all scripted by the implementers. On the other side is the bad guy AI, this is stuff like how the tanks react, and these routines are a lot more complicated. These involve questions like 'does he turn and run away?' If you're really pummelling him, or does he come after you? They can be scared, they can stand and defend themself, and at that level it's all in code, that's more random and more sophisticated than the pre-planned stuff.

Q: And is that AI significantly more complex than in the 16-bit version?

A: Oh yes, absolutely. We're taking advantage of all the extra cycles we have here. We're chucking in some stuff so that... well, tanks will surprise you a little bit.

Q: Does it not depress you that most people will miss all that, since it's [redacted]

A: You're right.

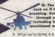
Q: We saw a section of the game that involved you destroying a Chernobyl-style reactor, with people collapsing glowing green with radiation. Do you not worry some gameplay elements are a [redacted]

A: We have tried to be pretty sensible about most of the mayhem that goes on. We're always clear about why you're doing things and that for a greater good. The bad guys are obviously bad guys who are trying to work this reactor to do some worse damage, as it were. What we hope to do is capture the thing with a good story around it, like any good movie the bad guy is really bad, so when he gets it in the end, you don't necessarily feel too bad about it. But yeah, it's a very sensitive item that's foremost in our thoughts.

Q: You want a little bit of spice as well?

A: Pardon? Spice? Oh yeah. [laughs] spice as well!

GRAPHICS AND OTHER MATTERS...



Q: The graphics in the game look as if they could be ground-breaking. Could you talk us through some of the aspects, including the backgrounds you mentioned earlier?

A What we're doing is a unique technology that allows you to, what we call, 'stream' the background off the CD during gameplay, so what you're seeing out there is not tiles or repetitive background graphics. We're actually pulling off new data as you fly around. So you're seeing a basically photo-realistic, non-repeated background that gives it a unique look, I think not so chunky

Q: You can do that on all versions?

A That's on all versions

Q: That sounds pretty revolutionary! Do you know of other games that use that technique?

A Not now! Well I hope not. I think it has been used on a couple of games but they don't have a deep playfield and are pretty much contained

Q: Does that mean you could make levels as big as you wanted?

A Well, you are limited by CD size, but yeah We have to try and keep in mind how big the world is so people don't get lost in it, so we keep it at a manageable size

Q: What are the restrictions on the game running while this process is going on, does it slow it down?

A No, actually it doesn't. Once we got onto the CD and started playing, we found it was quicker than the development machines we were working on (most development units use a non-CD storage system) For myself it was crucial we delivered on the gameplay. We could have had pretty backgrounds, but we didn't have enough hardware memory left over to do the actual game. It was a critical point that we needed to have enough room for the buildings, the explosions, the helicopter. We needed to keep from spending too much time on the backgrounds and not enough on the gameplay, and I think we've struck a good balance.

Q: This sounds like an interesting technical development that could be used beyond Soviet Strike. Do you have plans to patent it?

A We're looking at it for other formats but primarily for the sequel, we certainly want to accomplish that. It could be used for other games, and we are interested in pushing the envelope and going on to bigger and better things

Q: You touched on the two viewpoints in the game. Has there been any work on dramatic camera angles within the game?

A We do move the camera to follow the terrain which kind of alters it a little bit, but part of the restriction due to the technology we're using is that we can't move the camera a heck of a lot, just because of how it works. It just one of those things that happens that we couldn't have a free-ranging camera. You'll never see the sky in Strike, unfortunately

Q: Could you explain the nature of the viewpoints?

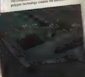
A The first one is behind the chopper, and it's the one where the world turns and the chopper has

The stunning preliminary artwork for the Black Sea. We're not sure if this will make its way into the finished game. But why not?

Details right down to trand, this from the genre of mere

The immaculate rendering of the mountains. A special polygon technology creates the elevations in-game

[illegible] will display more intelligence than the seasoned strike player is used to



The once proud Black Sea fleet is a shadow of [illegible] strength, but still enough to give you [illegible]

Creating the complex maps was a three stage process [illegible] photography of real geography, for [illegible] [illegible] [illegible] to include the ubiquitous furniture of war.

[illegible] front of you. The other is where [illegible] so that's [illegible] the old game.

Q: How smoothly is the game running?

A. That number changes daily but it only g[illegible] better. Currently we're running a minimum of twenty, we hope to get better than that.

Q: So you're maybe thinking of making 25, 30 frames a second?

A. That's a great goal. I certainly hope we get there. And I think once the game's together we're going to optimise it up.

Q: Are polygons being used to create objects within the game?

A. Absolutely, everything in the game, every object, every shape is polygon.

Q: Including the backgrounds?

A. They use a variety of polygon shapes. When you get into the game you'll see we have [illegible] a variety of elevations and those [illegible] polygons.

Q: The Saturn has some hardware [illegible] for backgrounds. Did the [illegible] use these to [illegible] differently?

A. We [illegible] the PSX has certain custom effects not on the Saturn, so the guys at Tiberon have had a slightly more difficult road to hoe, so to speak. If you mean visual differences, hopefully not. With the current builds we have they are pretty much up with one another.

Q: Explosions is one area where some of our fanatical readers get [illegible] up. Will you be able to create any transparency effects to the same quality as the PSX?

A. Yeah, that's one area we noticed, as the Playstation has more levels of transparency. We're going to try our best, and from what [illegible] see there's not a huge qualitative difference.

Q: Still on graphics, there are some really nice buildings in the game. How many different types exist and where did you get inspiration for them? Did someone travel around eastern europe?

A. For the buildings specifically we have a lot of library books, references from magazines and National Geographic. Specifically for the Kremlin and some of the other major buildings we had someone in Moscow to get reference pictures. We did the video shoot in the Czech Republic and one of our designers went there with his camera and took pictures of every type of building. So there's a [illegible] extensive [illegible] of research done.

Q: The project has been going two years, and in that time Sega has come up with new libraries and tools. Have you need [illegible] to alter the game as you go?

A: As far as libraries and [illegible] I don't know of any new ones, perhaps additions, as external sources go. I think most of the credit goes to our internal team who have created the game's scripting language themselves.

Q: What of music and sound effects to accompany the graphics. The 'Strike series is renowned for its FX and with CD sound available what are you putting together?

A. That covers an area of another new technology we've developed here at San Mateo. We call it Interactive Music System. It allows us to dynamically change the music depending on the situation you're [illegible] you're say resting in the game, the music can [illegible] or you're in the heat of things the m[illegible] there and [illegible] your face. We went into [illegible] may not work', but we were proved w[illegible] works [illegible] well.

Q: It sounds [illegible] like the [illegible] devised for [illegible] Could [illegible] problem covering [illegible] in locating new music on the CD?

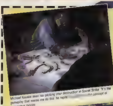
A. We [illegible] as the backgrounds are being loaded from CD, a[illegible] of the stuff has [illegible] memory.

Q: [illegible] you're using [illegible] sound chip?

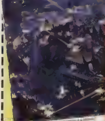
A. [illegible] every trick in the book.

Q: What do you think about the Saturn itself as a piece of hardware, after Soviet Strike has been a bit of a test of it?

A. I think you're right in describing it as a test. The Saturn [illegible] as a sort of a weak sister by some devel[illegible] [illegible] that view. We just didn't have the resources to [illegible] so we got one of the top [illegible] Tiberon [illegible] do the thing and [illegible] most in our minds.



Michael Kosaka seen here plotting your destruction in Soviet Strike. "It's the gameplay that makes me do this" he replies [illegible] the concept of interactive movies.



Scenes depicting the ultimate confrontation [illegible]. Will you be able to save a vodka swilling Yeltsin?

Q: Personally speaking, what games do you admire on Saturn?

A. I like just about every new game that comes out, and people are doing some remarkable things on the machine. For myself, Panzer Dragoon 2 is just [illegible] and Virtua Fighter 2, of course.

Q: Do you think 'Strike will be big name amongst 32-bit owners from its past success?

A. I hope those who had a good time on the 16-bit will get 'Strike and those who are new to it will come and see what we're [illegible] I'd like to think there's still an audience out there for it. We've got more depth in it than other games, the object not being to kill everything on screen, but to play it smart. We're talking about a slightly more mature audience and we think our video, our music, will engage them.

Q: Where does the 'Strike series go after Soviet Strike? Now you've had Superpower confrontation, what then — helicopters in space?

A. I'll take that idea! We've started already, and although we haven't settled on any idea, we want to push the technology. We want to do more and better of what we have; that's all I can say.

Q: Will it use the same engine? EA sometimes have a reputation for 'recycling' technology!

A. I worked on John Madden '94, so I know of what you say! I'm sensitive to that so I don't just want to pump out another one of these, and in the long run it doesn't serve the game. It's critical that we make it more robust and worth every dollar [illegible] pay for it.

Q: Thanks very much.

ALIEN

ACCLAIM

AUGUST

TBA

DOOM

1

CONTROL
JOYPAD
GAME
DIFFICULTY
PRETTY T[illegible]
CONTIN[illegible]
SAVE GA[illegible]
SKILL LEVELS
3
RESPONSIVENESS
GOOD

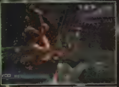
Originally intended for release on the Mega-CD, Alien Trilogy was shelved until home technology caught up with it.

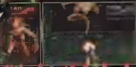
Destroy the three alien queens, kill everything else, find some ID tags, don't get horribly mutilated.

KILL FIRST TWO ALIEN QUEENS

E[illegible] most vicious [illegible] beings have [illegible]oods. That carefr[illegible]eriod at the start of [illegible]r lives spent playing and [illegible]ploring the world. And [illegible]ing each other. Indeed, scie[illegible]ists working around the [illegible]ck to decipher the screeching language of the particular [illegible]omorphs in this game have [illegible]cceeded in translating the [illegible]od-curdling guttural retch [illegible]wn out by the cute little [illegible]estburster in the first alien movie [illegible] in fact a nursery rhyme, and runs as follows... "I'm a little alien short and stout, Here's my [illegible]andibles, here's my snout. A product [illegible] Geiger's phallic imag-er-ee, I'll rip your [illegible]eck out with my teeth so don't [illegible] with meee"

Quite how this sort of knowledge is passed from alien to alien is beyond me, given that they hatch from eggs [illegible] gestation period munching on people's insides, coming into absolutely no contact with other members of their species at all. In fact, maybe [illegible] explains their anti-social attitudes of eating eve[illegible]thing – every alien has absentee parents. Anyw[illegible] the point of this is for you, the human player, t[illegible] appreciate the true horror of this embittered ge[illegible]cidal war. Alien and human determined to wipe out the other genus entirely. And for what? Fo[illegible] fun. Please think about your dastardly behavio[illegible] next time you gun down an innocent chestbur[illegible] or facehugger with your plasma grenades, a[illegible] remember it could [illegible] of your children. [illegible] really ugly chi[illegible] That look li[illegible] willies.





LIGHTS, CAMERA, [illegible]

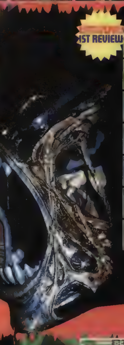
The good thing about the Alien trilogy itself (apart from the last film, which had no good things) is that it was dead dead scary, had really low-level lighting and buckets of death. Well the Alien Trilogy game retains this quality. Lighting is used to all-important effect. Most corridors are pretty gloomy, but some are made worse with [illegible] which means [illegible] be an alien [illegible] walls [illegible] rays [illegible] extreme. Some levels [illegible] light switches which activate the sockets [illegible] of the stage, which is one way to [illegible] the ambience and create more shooting [illegible] thing is to pick up one of the body mounted torches. However these don't last long before [illegible] trap yourself in a pit [illegible] enemies.

EN
OGY

1ST REVIEW

[illegible] 'EM ALIVE

Earlier we mentioned the buckets of death inherent in the Alien movies. Well what we forgot to say was that there's buckets of death in the game too. Often your own [illegible]



Different aliens, diffe
and layouts, differen
speeds, different
eye, these

MY NEW GUN

We all know why people get into video games. It's for the guns. All the best games have big guns in them and there's no reason [illegible] should be any [illegible]. At the [illegible] you start the [illegible] with [illegible] weapons scattered [illegible] various levels. The further you [illegible] the game the better [illegible] the worse the [illegible] For example [illegible] Pulse Rifle [illegible] so near [illegible] you can. An [illegible] next shot. [illegible] fatal when you [illegible] create [illegible] from a distance.

SHOTGUN

FLAME THROWER

HAND GUN

SMARTGUN

PULSE RIFLE

Those small [illegible] alien eggs. Facehuggers [illegible] them.

That guard is obviously having to [illegible] his hands warm with a furry muffler [illegible].

Ha ha! Survey the carnage! Go on, shoot that other bloke! Kill! Ha ha ha ha!

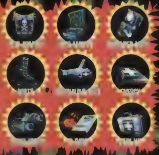
I do not expect you to talk Mr Bond.. I EXPECT YOU TO DIE!

[illegible]

Whilst developers Probe have taken every care to prevent the levels from looking too samey (ie. the corridors aren't all built of the same character blocks) it's still possible to lose your way through the labyrinthian levels. In fact it's [illegible] easy because you can hardly see where you're going in [illegible] for you, if you press your character has a [illegible] which allows him to [illegible] the layout [illegible] passed through. Simply pause [illegible] the map screen [illegible] showing [illegible] amazingly [illegible] a pretty impressive [illegible] and your [illegible] know [illegible] everywhere [illegible] lookout for the [illegible] you've [illegible].

SALE OF THE CENTURY

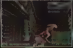
It's sad to see that even the future humans are operating in an acquisitional materialistic society, where the profligation of new consumer goods is worshipped above all things. Although, on the other hand, it's not that bad. Thanks to her Western instincts Ripley is keen to get all the goodies and cut in front of her [illegible] Supermarket Sweep [illegible]. Without these [illegible] her lifespan would be considerably shorter. Some of the items [illegible] immediately obvious practicality [illegible] vests which protect the player from the venomous blood of [illegible]. Others [illegible] goggles. Some come into play until later [illegible]. Still others, like the [illegible] cards [illegible] serve [illegible] game purpose [illegible] are required as a level [illegible]



[illegible]

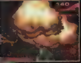
[illegible]

You could never accuse Alien Trilogy of having low production values. Well you could, but it wouldn't be able to hear you because it's just a game. And you'd be wrong as well. In both graphics and sound arenas Alien Trilogy wears its money on its sleeve. The movement of all the [illegible] is the product of much work in Probe's US motion capture [illegible] [illegible] especially in the scary [illegible]. As for the [illegible] 60% [illegible] lifted from the movies themselves [illegible] [illegible] [illegible]



ALIEN - THE FILM TRILOGY

"In space no-one can hear you scream." The immortal poster message that launched Ridley Scott's Alien into the realm of cinematic legend. The 1979 classic starred John Hurt, Yaphet Kotto and Ian Holm, but only the lower billed Sigourney Weaver [illegible] further encounters with the hideous creatures [illegible] by the disturbing work of Swiss artist HR Geiger. Aliens [illegible] Terminator [illegible] Cameron swapped [illegible] of the [illegible] suspense of the original film for a series of spectacular [illegible] battles between the marines and the mutants. Both films have their fans, but there's little disputing the disappointment of Alien 3. Despite a promising premise (Weaver is stranded on a penal colony that has been infiltrated by aliens) director David Fincher failed to make the final (?) confrontation memorable.



[illegible]

[illegible]

[illegible]

Shoot the swimming face huggers and detect the water

In space, no one can hear you [illegible]

I certainly wouldn't like to be in [illegible]. Poor thing.

[illegible] God! It's the invasion of the Blancmanche People!

[illegible]

NEO

[illegible] (almost two years) the timing of its release gets [illegible] [illegible] much time goes into not dying as killing. Fans of the movies, and anyone [illegible] in a bit of destroying, will be in clover. [illegible] ready to play again. Alien Trilogy might not do anything [illegible] new, but it does its job brilliantly.

COMMENT

GUS

[illegible] Trilogy [illegible] of the territory covered by the three films, and the gameplay benefits from [illegible] milking the atmosphere of terror. Something akin to [illegible] as a man-sized monster who refused to lie down and die comes from a door you thought led to an exit. The technical brilliance of the 3D, the music (better than Playstation) and the fast pace almost sink into the background, but that's just testament to how engrossing the gameplay is.

[illegible] 92

▲ Awesome sprites and backgrounds which capture the atmosphere of the films perfectly.
▼ Sometimes a bit on the dark side.

[illegible] 91

▲ Motion capture ensures sharp movement and realism all over the shop.
▼ Sprites mean the aliens sometimes look flat when turning.

[illegible] 92

▲ Quiet and ominous, sometimes silent soundtracks which enhance the feel of the game no end.
▼ Occasionally there are little funky keyboard workouts which don't fit.

[illegible] 92

▲ Mostly sampled from the film, they're eerie and scary and realistic.
▼ Much of the game is very quiet, although this is obviously intentional.

[illegible] 93

▲ It's very easy to get really involved in the unfolding horror, and the simple controls and ultra-violence make it great fun to play.
▼ Not an awful lot to it.

[illegible] [illegible]

▲ Loads and loads of missions, which get very hard indeed. You'll want to play it to the end.
▼ Once completed the replay value is limited.

OVERALL

One of the best film licences ever produced, and a spot on translation of a movie phenomenon. Great stuff and well worth a look.

91

TA

PROJECT

PUBLISHER

STARTED

RELEASE **FORMAT**

DEVELOPERS

In this climate of sophisticated and epic games which require a lifetime to complete and a manual the size of the Yellow Pages to play, it's refreshing to be reacquainted with an old MEAN MACHINES favourite – complete and utter destruction.

And there's bucketloads of that in Tank, a 'Return Fire without the brains'-type military game from BMG. You're in command of a, you guessed it, tank. Across 24 missions of simple strategy and varying scenarios, you employ a huge armoury against your instructed targets. And anything else that takes your fancy. Take out buildings, machinery, radar facilities and enemy tanks with cannons, machine guns, proximity mines, flame throwers (our favourite), smart bombs and guided missiles. Trundle across bridges, under rivers and even through the remains of buildings once you've blasted them away. The game has already been completed on PC – the Saturn version is next, taking priority over the Playstation version. These are the first pictures from the small amount of conversion work that has yet been completed. Although there are only a few levels present here and not much in the way of opposition, we hope it vividly recreates the special thrill that only wanton destruction and mindless carnage can bring. It's not for nothing that this is being called Mass Destruction in the States.

[illegible]

SPROLYGON POLYGONS

One of the first things that strikes you about Tank is its ultra-smooth appearance. This is down to developers NMS using a new system they call 'Sprolygon technology'. However ridiculous the name may sound, the result is a fairly seamless integration of 2D and 3D objects on screen which produces a real sense of depth and clarity. We approve.

HOLY SMOKE

There are more than just the standard brown and grey buildings to demolish in Tank. From skyscrapers to sheds, nothing is safe. Nothing is sacred either – the local church can be blitzed and then driven through (while you torch the inside) and the village clocktower, a beautiful piece of architecture in itself, goes down a treat with a couple of shells shoved up it. Lovely. You'll never know the right time again.

Turn your destructive power on the town centre. This is the church. Erm, this was the church.

Dutifully observing a red traffic light, you decide to kill some time.

Once you've set your watch you can go ahead and spoil everyone else's fun.

A [illegible] you patiently wait for the lights to change.

[illegible]

ANK

[illegible]

MINE'S A PINT

Particularly troublesome targets call for something extra – land mines. These dockyard cranes only go down after you deposited enough of the explosive little critters beneath them. You seem to have an unlimited supply which you can eject from the back of your vehicle. A word of advice, however – these things don't come with much of a fuse.

Drop mines from the back of your vehicle and

A three point turn puts you in the right position

[illegible]

[illegible]

SMOKE ON THE WATER

One nice touch is the way your tank and its weaponry reflect off the water in the river. Makes using the flamethrower a real pleasure

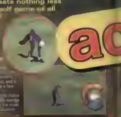
There are four different types of terrain in Tank, all of which you can trundle across and ruin in the 24 missions available. We were impressed by the rivers – positioning our tanks on bridges and firing flamethowers over the water the reflections were clearly visible. Nice one. If you can't be bothered with bridges (or have already blown them up) then take your vehicle for a little swim. When we tried it we always emerged unscathed on the other side, if a bit rusty.

These three [illegible] the PC version of the game

and give a taste of some of the future levels that we can expect to see

[illegible]

Gremlin are setting out to create nothing less than the greatest computer golf game of all time. Can it [illegible]



Golf [illegible] the poor relation [illegible] next generation sports dash. Soccer, basketball, American football – all with their lovely 3-D worlds and commentaries. There have been golf games, but each has had a glaring deficiency, plus no-one has [illegible] daring in the presentation.

Gremlin are attempting [illegible] this with their forthcoming Actua Golf. The Satur[illegible] a few months, because this is an exact conversion of Gremlin's PlayStation [illegible] out, and it turns out [illegible] lead over the Saturn version will only be a few weeks.

[illegible]

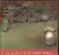
It also uses Gremlin's in-house motion capture [illegible] the most realistic golfer animation ever. The game's [illegible] aspects are its flexibility and lush graphic presentation.

ACTUA WORLD

[illegible] Sports range (third if you count Euro '96 on Saturn [illegible]) [illegible] Actua Soccer. The [illegible] Actua Tennis. Look out for details on that later this year.

OVER HILL AND DOWN DALE

Other golf games [illegible] rendered 3-D environments – none can match the [illegible] and smoothness of Actua Golf. Start the game [illegible]

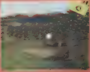


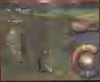
[illegible]

LENS FLAIR

[illegible]

[illegible] facturer pay to have their name on the ball [illegible]

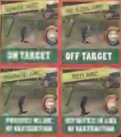




ctua GOLF

RAINBOW ARC

[illegible]


ON TARGET
OFF TARGET
RED ARC

Hole7 Pin3 198yds

TO A TEE

[illegible]

RIVER VALLEY COURSE

[illegible] can-style course that [illegible] bunkers [illegible] traps as those tossers like to [illegible] lots of water kicking about [illegible] foliage. Probably black widow [illegible]

ROYAL GLEN CHAMPION COURSE

[illegible] eagles and you're looking [illegible] Royal Glen is the epitome of [illegible] country course [illegible] which is a seaside [illegible] The scenery is terrific [illegible]

A ROUND WITH ALISS

One of the most impressive aspects of Actua [illegible] commentary [illegible] together into [illegible] trophy case – 8 times Ryder Cup [illegible]

Oh, he's hooked it away, hooked it away. Terrible drive, plop, there it's in the water. Right where's my tea. I mean tea.

EAT MY GREENS

[illegible]

Hole 7 Pin 3 198 yds
PLAYER 1
Shot 3

SUPER FLYBY

[illegible]

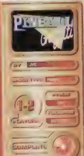
THE BLACKHEADS

OUT NOW ON TAPE.

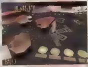
IF YOU'RE SERIOUSLY INTO BLACKHEADS, AND YOU'D RATHER NOT BE, CHECK OUT NEW OXY BLACKOUT. IT HAS SPECIAL STICKY TAPES THAT LIFT OFF BLACKHEADS GENTLY. BLACKHEADS? OXYCUTE 'EM!

OXY
BLACKOUT

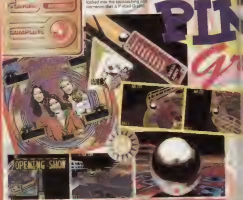
PREVIEWS



Pinball seems to hold no demons for programmers around the world, as JVC unveil the 337th pinball game for the Saturn. Since last year's distinctly underwhelming Digital Pinball (which cunningly looked good, before turning out to be crud) many have stepped up to the plinth of pub corners with their slanted table simulations.



The most recent, Pro Pinball, took a hearty stab at the genre, but the fundamental problem of getting a 3-D experience over on a flat screen remains. Until now perhaps, as JVC pass the first Virtua Pinball sim into our hands. Most pinball games make a play on how 'realistic' they are, but JVC's Pinball Graffiti is the first to actually render the table in 3-D polygons, allowing you to zoom into the layout from any angle, and even play the game from a realtime ball perspective. Of course, the real test is in the gameplay, but with our techno-boffin natures duly aroused, we looked into the approaching phenomenon that is Pinball Graffiti.



[illegible]

[illegible]

WHAT'S THE STORY?

The Japanese [illegible] Graffiti has an additional 'Sto[illegible]' which is similar to those which accom[illegible] pool game like Side Pocket only this [illegible]. You spend time fending [illegible] [illegible] then thrown in [illegible] and pl[illegible] pinball. JVC Europe [illegible] it's [illegible]

NBALL
EXTRA

[illegible]

The most [illegible] from the ball's perspective. [illegible] offered this mode for the first table [illegible] but JVC [illegible] offer is for all tables [illegible] speed by release [illegible]

[illegible] TABLES

Three [illegible] tables to choose from, and you can [illegible] elements like number of balls and the gap between the flippers from the options menu.

BASKET [illegible] LEGEND

[illegible]

CARD MASTER

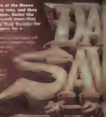
CARD MASTER

The music turns ragtime, as this [illegible] the gambler's [illegible] table. The [illegible] to [illegible] the fruit machine, but [illegible] the [illegible] and the table really opens up. Segments of a roulette [illegible]

CIRCUS FANTASIA

The music here is mad, including the [illegible] of [illegible]. The table seems to have [illegible] elements, but [illegible] of multi-balls, arranged from the upper segment of the table [illegible] set of flippers.

SEGA
1
PLAYER
COMPLETE



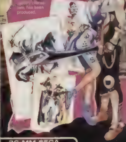
We have a passion for Japanese RPGs here at the House of Mean Machines, well good ones at any rate, and they don't come any better than those of Climax. Under the [illegible] direction of Kan Naito, the [illegible] team that [illegible] have been [illegible] for [illegible] should ripen in August for a Japanese release.

[illegible] sophisticated than the average role-playing plot. The [illegible] is an island of political intrigue with a despotic [illegible] on the loose (cut-scenes [illegible] see it [illegible] sailors and townsfolk [illegible] Dark Saviour possesses all the [illegible] elements of Climax's [illegible] Shining Force, and [illegible] of Landstalker, but platform fans will be truly delighted with the first full-blooded isometric platformer for the machine. The [illegible] game is astonishing, [illegible] become the Dark Saviour [illegible] will never want to look at another texture again, [illegible] of the graphics. The unique viewing [illegible] the [illegible] of the [illegible] be [illegible] with the player char[illegible] on a [illegible] landscape.

The fact [illegible] is the third instal[illegible] Saviour's [illegible] emphasises just [illegible] this is. Don't m[illegible] coming review of [illegible] planned English version.

HOW GREAT THOU ART

[illegible] has been produced.

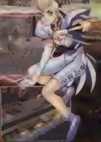


BATTLE STATIONS!

An innovative feature of Dark Saviour we reported previously is the battle mode entered when Ryu-Ya encounters a big foe. This has been tweaked so the two protagonists face each other in a 2-D [illegible] Streetfighter. Ryu-Ya now has a range of moves, slashes, runs, kicks and jumping attacks. The victor (assuming it's you) picks up all kinds of bonuses, bringing a power [illegible] scenes for the first time.

DOT ON THE LANDSCAPE

[illegible] it's possible to play from a [illegible] removed position. This usually displays a vast amount of detail in the surrounding scenery, causing slight slowdown, but the view is still magnificent!



BY VICTOR

GAME TYPE PLATFORM

1 PLAYER

PRICE

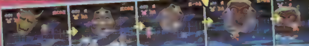
COMPLETE

KEIO FLY
SQUADRO

Lets be honest, there's something distinctly dodgy about Japan's 'harmless' infatua[illegible] under-age, under-[illegible] over-developed scho[illegible] from bands to comics to films. [illegible] ates their culture, and more recently has [illegible]

[illegible] Spot. And that was the sanest part o[illegible] [illegible] are common place [illegible]

[illegible] dragon [illegible] riding bunny girl [illegible]. At [illegible] that looks out to sea. Keio's flying [illegible]



[illegible]

We couldn't quite work out the specifics of the game's story, but it seems to involve saving the capital city of Edo from certain destruction at the hands of the evil Dr Pon. On her way, our heroine Rami will encounter such 'intriguing' adversaries as suicidal dogs, artillery pigs, killer cuckoo clocks and a giant face whose features keep dropping off! Dali would be pleased. Or a fish

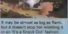
YING ON 2

Taking full advantage of the CD medium, Keio 2 features numerous full motion video anime sequences, produced by one of Japan's most prestigious animation studios 'Studio Pierrot' (well that's what it says here). In keeping with the rest of the game, these clips are predictably 'wacky', but unfortunately our preview copy is in Japanese so they're meaningless. Not that they'd mean anything in English anyway.

While the original Keio Flying Squadron was a pure shoot 'em up, Keio 2 mixes in a veritable cornucopia of game genres over its 19 levels, including platform sections, underwater sections, chase sections and even a ride on a roller coaster. There are the familiar horizontally scrolling shoot 'em levels (neigh on identical to the original Keio) but this time they play second fiddle to the platform stages.

As underwater bits go, this comes among the best!

As well as the genre trademark 'bottom bounce' Rami can pick up various items strewn about the landscape (regardless of size) and lob them at her assailants. In addition she can also carry one of three weapons, each with its own special properties. Let's take a closer look.



It may be almost as big as Rami, but it doesn't stop her wielding it in an 'It's a Knock Out' fashion. Take a swing at the enemy fluffies, or hurl it for a long distance attack.

Found in the later stages the brolly can be used both to prod enemies as an offensive weapon, and (when opened) to prolong the distance of Rami's jumps.

The bow and arrow can be angled in any direction, and if you hold down the button, Rami will pull back for an extra powerful shot. It's not much cop close up, however.

湾岸
DeadHeat

JVC

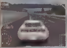
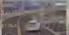
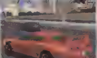
1-2 PLAYERS

COMPLETE

Some people might think that what the Saturn needs right now is a Ridge Racer clone. To be honest, it's not a thought which keeps us awake, but here is JVC with Highway 2000, apparently a "gamer's wildest dream".

You might wonder what Highway 2000, with its perfomance cars and urban tracks, has that Daytona, Sega Rally and Need for Speed do not. The brief answer is sex, or at least sex appeal [illegible] JVC are blatantly trying to sell the game off the back of some young [illegible] your co-drivers. Video footage of 'pretty young things' is integrated with the game, and when you mess up [illegible] and takes to the hills. Nothing less than beating the pack of nine other cars will be enough to keep her tucked up behind her air bag.

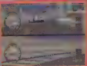
If you get the impression JVC are on one-track with this game, you would be wrong. There are six, and all are set within the urban freeway style environment that typifies Namco's classic Ridge Racer. Highway 2000 is actually a European restyling of Dead Heat, a Japanese game that was released six months ago. We'll judge how it's held up next month.

HIGHWAY 2000

HORIZONTALLY CHALLENGED

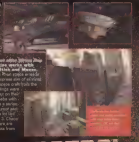
[illegible]



GIRLS ON FILM

[illegible]

Designed for the [illegible] (but don't let that put you off) Chaos Control is Infogrames' [illegible] entrant into the [illegible]. Since there's no other discernible competition, we suppose it has to win by default. Just to make sure though, Infogrames have added [illegible] compatibility that comes with Sega's Virtua Gun. Chaos Control will be [illegible] to use the light gun peripheral. It also works with further Saturn add-ons like Virtua Stick and Mouse. The game kicks off with arrival of the Kesh Rhan space armada in the solar system – the aliens have the express aim of eliminating mankind. They found Nasa's Voyager space craft from the '70s in a distant galaxy, decided that earthlings were a bunch of flare-wearing tossers and set out on their mission of destruction. You are a manga-babe with other ideas and you tackle the Kesh across a series of pre-rendered flightpaths controlling a cursor and an endless laser supply. The gameplay is a lot like Namco games like Starblade and Galaxian 3. Chaos Control is out dead soon, and until then here are some electrifying inner-spatial preview shots from our flooding disc.



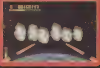
[illegible]

CHAOS CONTROL

Chaos Control outdoes Virtua Cop by having a simultaneous two-player mode, with more enemies added to maintain the challenge level. The objective here is [illegible] in the scoring stakes.

[illegible]

The levels in Chaos Control are pre-rendered, so you find yourself taking a similar flightpath each time. The skill comes with reacting to the hordes [illegible] enemies who swarm across the [illegible] Since these are also pre-rendered, the [illegible] you destroy remain behind [illegible] rather artificial [illegible]



[illegible]

STEVE'S TIPS

Sonic here. I've taken time out from my busy schedule as an international videogame megastar to come and host the MMS tips section this month. Actually, that's not entirely true. I need the money. Work's been a bit thin on the ground recently. It's that blasted NIGHTS bloke hogging the Saturn limelight. Everywhere I go its NIGHTS this, Nightopia that. I'm supposed to be Sega's mascot. Me! Not some jumped up anorexic harlequin in girly lycra! If the Sonic X-Treme programmers don't get a move on I'll be forced to take a trip down the DHSS with Astal, Wonderboy and Alex Kidd. Anyway, send your tips to my personal assistant at: Dan's Tips, Mean Machines Sega, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. There are prizes on offer, though really they should all go to me.

SATURN

BAKU BAKU ANIMAL

HIDDEN LEAGUE MODE

Baku Baku is the best puzzle game featuring a giant lion head EVER! And there's a hidden multi-player Japanese League mode to be found in the UK version too. Simply go to the 'green leaves and eyes' title screen and press B, A, C, up, B, A, C, up (Bacu Bacu geddit?) So for all those of you who are just scanning the tips section in the newsagent with no intention of buying the mag at all at least it's an easy code to rememeber. Cheapskates!

EURO 96

VIEW THE CREDITS

Alex P Jones from my own Somerset has sent in this code to view the end sequence of Euro '96 without having to go to the trouble of actually playing it [illegible] Euro '96 [illegible] R [illegible] TART [illegible] then [illegible] and I [illegible] Euro '96 [illegible] w... [illegible] football [illegible]

PANZER DRAGOON ZWEI

Everyone criticised Panzer Zwei for being too easy on its initial release, but little did they know that completing the game was only the beginning. The real quest lies in uncovering all the game's many secrets

SECRET DRAGONS
SPECIAL ENDING
SCORE BIG ON FIRST LEVEL
PANDORA'S BOX REVEALED

SECRET DRAGONS

There are five secret dragons hidden in Panzer Zwei, two of which can be reached during an ordinary game (Skydart and Type 1) and the other three who can only be accessed through Pandora's Box (Pup, Type 2 and Guardian Dragon). To reach the Skydart and Type 1 you must take 'route 2' through episodes two and three, and 'route 3' through episode four You must also obtain a shoot down ratio of above 90% on every episode If everything goes well you will change into the Skydart for episode five and the Type_1 for the final episode Cool!

SPECIAL ENDING

If Lagi manages to transform into the Type 1 (the dragon from the original Panzer Dragoon) in time for the final episode, and you defeat both bosses you will be rewarded with a special ending that links the story of Panzer Zwei with its predecessor

…h mess anything fe…

SCORE BIG!

If you go to the player data screen and hold down the L and R buttons you will be taken to a secret data screen showing times and scores for each individual episode, including the 'Starting Destiny' level. It is possible to get a huge score on this stage by repeatedly shooting the flying granite fish (it appears half way through the level) right in the blue undercarriage

PANDORA'S BOX

1) To open Pandora's Box for the first time you must do one of two things. Either a) complete the game or b) clock in at least two and a half hours game time 2) To open EVERY option in Pandora's Box you must a) clock in thirty hours game time b) complete the game and defeat the second dragon boss without dying, c) complete the game with a 100% kill ratio on every episode. You may not have to do ALL of these things at once, but you now know what to try.

PANDORA'S BOX
EPISODE
DRAGON
LEVEL
EXIT

NEED FOR SPEED

SECRET TRACK AND CAR

Go to the tournament mode password screen then enter this code TSYBNS Next, exit the tournament mode and go to the ordinary one player game You will now be able to select a cool new track Lost Vegas. Enter GNMPLY for the Lost Vegas track and the hidden 'warrior' car Thanks to Andrew Webber from Exwick in Exeter for that one

DIRT ROAD MODE

When selecting your track hold down the L and R buttons for a dirt track equivalent of the same course (Sega Rally watch out!)

00:41.0
2/8
129
5
8/8
164
6

GOLDEN AXE: THE DUEL

SHORTEN LOADING TIME

Not a [illegible] but not a particularly good one Anyway, in versus mode when you win a round a [illegible] the words xxx wins appear press Pause then Left Shift and a short[illegible] select mode should appear You can now select your fighters without loading! Well, every little bit helps.

VAMPIRE HUNTER

MORRIGAN COSTUME CHANGE

[illegible]

MEGADRIVE

ROAD RASH 3

GOT A NEW MOTOR?

For a hot time on a hot bike, go to the password screen and set the fourth digit to '2' and the sixth digit to 'U' Alternatively you could just enter the password '15e9 puo3' for $200,000, all the upgrades and the best bike in the game (one you can't buy) But hey, that would be cheating

BEAVIS AND BUTTHEAD

ER... LIKE, LOADS OF COOL STUFF!

Huh huh. Huh huh. Hey Beavis, if you like enter the password aPiDY 5IF + D TkrEN at the options screen then you'll like, warp to your mom's living room Then go into the bedroom and they'll be, like, loads of cool stuff there Including the milkman

Yeah! The milkman! Yeah!

Hehehehehe ...er, shut up buttmunch!

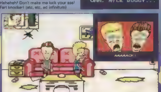
That's not funny!

Huh huh. It is too, dillweed!

Heheheh! Don't make me kick your ass!

Fart knocker! (etc, etc, ad infinitum)

UHN.. NICE DOGGY...



COMIX ZONE

LEVEL SELECT

An interesting variation on the scrolling beat 'em up this underrated too, if you ask me. But no one did so on with the show. On the jukeboxscreen press C on sounds 14, 15, 18, 5, 13, 1, 3, 18, 15, 6. A voice should say "Oh Yeah!" Then, simply set the sound to the level you want to play (eg. sound 5 for level 5) and press C

INVINCIBILITY

On the Jukebox screen, press C on sounds 3, 12, 17, 2, 2, 10, 2, 7, 7, 11. Done correctly and [illegible] hear a voice say "Oh Yeah [illegible] ndic[illegible] that [illegible] now as [illegible] as week[illegible] bread [illegible] to g[illegible]

STARFIGHTER GIVEAWAY

Telstar's new space combat game puts you in the cockpit of a Predator Mark IV planetary assault vehicle. The year is 3037, and you're flying for the Fednet Space Corps, defending the outermost planets from ruthless rebels armed with fighter squadrons and land-based attack weaponry.

Starfighter 3000 features 50 missions spread over 4 [illegible] – [illegible] flying skills and pummel your way through the opposition using laser beams, air-to-ground missiles, air-to-air missiles, multi-missiles, mega-[illegible] and, most spectacularly, the 'electronic counter measure' smart bomb. The whole episode has been keeping us busy for hours at MEAN MACHINES towers.

The game is released on Saturn [illegible] on 26 August, priced £44.99, but you could get your hands on a copy for the price of a [illegible] by entering our [illegible]

Starfighter 3000
STAR

THE PRIZES

[illegible] receive Starfighter 3000 [illegible] Starfighter 3000 flying [illegible]

THE QUESTION

WHICH ACTOR PLAYED HAN SOLO IN THE STAR WARS FILMS?

[illegible]

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STREET FIGHTER ALPHA WARRIORS' DREAMS

WITH THE OFFICIAL RELEASE OF THE RATHER SUPERB STREET FIGTHER ALPHA LAST MONTH, WE WERE SOMEWHAT DISMAYED TO DISCOVER THAT THE ENGLISH MANUAL CONTAINED NO MENTION OF THE THREE SECRET CHARACTERS, OR THEIR MOVES. NEVER FEAR ALPHA FANS, MEAN MACHINES SEGA IS HERE TO REMEDY THAT SITUATION RIGHT SHARPISH!

PLAYER SELECT AKUMA

TO SELECT: On the character select screen press and hold down the L shoulder button then move to the random box Now press back, back, back, down, down, down then jab and medium punch simultaneously

TO FIGHT: A) Win 10 final round victories with Super Combos before the last opponent or B) On the character select screen highlight the character you wish to fight against Akuma, then press START immediately followed by L R and B simultaneously Keep the L R and B buttons all held till the start of the round.

AKUMA THE MIGHTIEST WARRIOR

Akuma is a powerful warrior who trained for years with Ryu and Ken's master, Shen Long before turning his attention to the study of the dark arts. Like Ryu, Akuma lives for the fight, travelling from country to country in search of a worthwhile challenge Akuma possess the widest range of special techniques of all the characters in Alpha, as well as the most powerful attack in the game: the fearsome instant hellish death stike

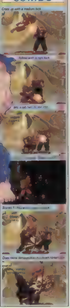
Super fireball! Very, very tricky!

Overhead throw!

Super fireball juggle finish! Take that!

Instant Hellish Death [illegible]

AKUMA ULTIMATE COMBO



Cross up with a medium kick

follow with a [illegible] kick

and a [illegible]

[illegible]

Stores [illegible]

Does more damage [illegible]

[illegible] KILLING TECHNIQUES	
MIGHTY WAVE FIST	↓ ↘ → + PUNCH
SCORCHING WAVE FIST	← ↙ ↓ ↘ → + PUNCH
SKY CLEAVING WAVE FIST	JUMP THEN ↓ ↘ → + PUNCH
MIGHTY RISING DRAGON FIST	→ ↓ ↘ + PUNCH
TORNADO SKY-CLEAVING LEG	↓ ↙ ← + KICK
AIR-TORNADO SKY-CLEAVING LEG	JUMP THEN ↓ ↙ ← + KICK
TITAN'S SKY FLASH	→ ↓ ↘ OR ← ↓ ↙ + KICK X 3 OR PUNCH X 3
HUNDRED DEMON ATTACK	→ ↓ ↘ ↗ + PUNCH THEN P OR K
SUPER COMBOS	
DESTRUCTIVE RISING DRAGON	↓ ↘ → ↓ ↘ + PUNCH
DESTRUCTIVE MIGHTY WAVE FIST	← ↙ ↓ ↘ → ← ↙ ↓ ↘ → + PUNCH
DEMON MIGHTY SKY-CLEAVER	JUMP THEN ↓ ↘ → ↓ ↘ → + PUNCH
INSTANT HELLISH DEATH STRIKE	LIGHT PUNCH, LIGHT PUNCH, →, RELEASE →, LIGHT KICK, FIERCE PUNCH

SEGA SATURN PlayStation

Try it before

Rent any latest release from just

M BISON – MASTER OF PSYCHO POWER

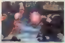
Bison has dedicated his life to mastering the forces of Psycho energy. He is the uniting force behind the Street Fighter tournaments, and MUST BE DESTROYED

PLAYER SELECT
M. BISON

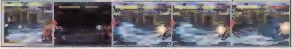
TO SELECT: On the character select screen press and hold down 'L' shoulder button then move to the random box. Now press back, back, down, down, back, down, down then jab and medium punch simultaneously

TO FIGHT: To acccess the Dramatic Battle Vs M.Bison start a two player game in arcade mode then have both players press and hold the L button, press up twice, release the L button, press up twice again, then player one should hold X and player two Z

M BISON	
PSYCHO SHOT	HOLD ▢ THEN ▢ + PUNCH
HEAD PRESS	HOLD ▢ THEN ▢ + KICK + K OR P
DOUBLE KNEE PRESS	HOLD ▢ THEN ▢ + KICK
BISON POWER	▢ ▢ ▢ OR ▢ ▢ ▢ + P X 3 OR K X 3
SOMERSAULT SKULL DIVER	HOLD ▢ THEN ▢ + PUNCH THEN K OR P
SUPER COMBOS	
PSYCHO CRUSHER	HOLD ▢ THEN ▢ ▢ ▢ + PUNCH
DOUBLE KNEE PRESS	HOLD ▢ THEN ▢ ▢ ▢ + KICK



BISON
ULTIMATE COMBO



PLAYER SELECT
DAN

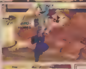
TO SELECT: On the character select screen press and hold down both the 'L' and 'R' shoulder buttons then move to the random box. Now press in sequence Y, B, A, X

TO FIGHT: Pick the same winning quote five times in a row. Press the L and R buttons and hold up at the end of a round to select the same quote

Cross up with medium kick then two in one a 3 villainous fist

ULTIMATE COMBO

PLAYER SELECT
DAN



The most recent addition to the Street Fighter family, Dan, is a curious blend of Ryu and Ken. As a child he watched helpless as Sagat fought and killed his father (though he managed to take out one of his eyes). He enters the tournament purely seeking revenge

Despite some impressive moves, Dan is a very difficult character to use well. Alright, we'll admit it. He's pants

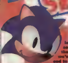
DAN	
STYLISTIC FIST	▢ ▢ ▢ + PUNCH
SHINING DRAGON FIST	▢ ▢ ▢ + PUNCH
SKY-CLEAVING KICK	▢ ▢ ▢ + KICK
SUPER COMBOS	
SKY-SHAKING STYLISTIC FIST	▢ ▢ ▢ ▢ ▢ ▢ + PUNCH
BRIGHT DRAGON RAGING FIRE	▢ ▢ ▢ ▢ ▢ + KICK
WINNING VILLAINOUS FIST	▢ ▢ ▢ ▢ ▢ ▢ + KICK

you buy it.

£3.49 for three evenings

BLOCKBUSTER VIDEO

SONIC TIPS SPECIAL



I [illegible] to date, but we've been getting so many letters from you lot asking for cheats on all the Sonic games that we've decided to put an end to it once and for all.

SONIC THE HEDGEHOG 1991

LEVEL SELECT

COLLECT EMERALDS AND CONTINUES

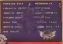
DEBUG MODE

CONFUSED DEMO

50,000 BONUS POINTS

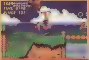
SONIC 2 1992

LEVEL SELECT



DEBUG MODE

SUPER SONIC



MEGA SONIC

EXTRA CONTINUES

COLLECT ALL CHAOS EMERALDS

SUPER TAILS

SEGA SATURN

Try it before

Rent any latest release from just

SONIC 3 1993

UP LOOP

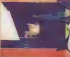
LEVEL SELECT

SLOW MOTION

BONUS STAGE

DEBUG MODE

SUPER SONIC



SONIC AND KNUCKLES 1994

SONIC AND KNUCKLES SPINBALL

SONIC THE HEDGEHOG LOCK ON CODE

1:22
58
SCORE
TIME
RINGS

BONUS GAME A RAMA!

SCORE 1100
TIME 2 23
RINGS 00

HYPER SONIC, HYPER KNUCKLES OR SUPER TAILS?

SONIC 3
KNUCKLES

you buy it.

£3.49 for three evenings

BLOCKBUSTER VIDEO

Exhumed

SEGA

SEPTEMBER

£44.99

DOOM

CONTROL JOYPAD

GAME DIFFICULTY [illegible]

CONTINUES [illegible] SAVE GAME

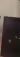
SKILL LEVEL 1

RESPONSIVENESS OK

A new game by Lobotomy Software that uses the [illegible] Nukem 3D engine, which in turn owes a huge debt to Doom.

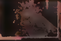
Guide your character around the 3D landscape blasting creatures [illegible] solving [illegible]

REACH THE FLAMETHROWER



[illegible] the beginning [illegible] Wolfenstein [illegible] a slick [illegible] shoot [illegible] 'em up that [illegible] the way we look at 3D blasters. It was slick, it was violent, and thanks to its Nazi-bashing overtones, it was banned in Germany. Wolfenstein 3D was a technological marvel and its creators, id software, were hailed as programming gurus. However, not even W[illegible] could prepare us for what came next. Doom, the [illegible] to W[illegible] and took the [illegible] them to new levels [illegible] It was down, no-holds-ba[illegible] over of violen[illegible] [illegible] nothing to do with Nazis, anyway. On principle [illegible] been superceded [illegible] also banned in Ger[illegible] [illegible] clones, most [illegible] 3D (which, fur[illegible] will NOT be enjoying [illegible] to do with SEGA [illegible] Doom and Duke [illegible] Saturn release later [illegible] (with Quake a hig[illegible] latest offering from Lobotomy is the first Saturn game [illegible] Exhumed. B[illegible] engine as seen in Duke [illegible] 3D [illegible] Saturn? That, my friend [illegible] question.

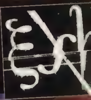
Weaker Power



AZTEC ADVENTURES!

One of the major differences between Exhumed and the many Doom clones currently doing the rounds is its premise. Exhumed is set in Egypt in the 1920s, so expect a full complement of tombs, sarcophagi and pyramids. You play the part of veteran explorer Leigh Singer, an archaeologist who is unwillingly caught up in a nationwide crisis when your helicopter is shot down over Karnak Valley. Venturing in to the city of Karnak you are approached by the spirit of King Rameses III, who informs you of a dastardly plot to resurrect his body and use it for the forces of evil. It must be stopped!

[illegible] through an ancient tomb



MUMMIFIED MONSTERS!

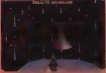
[illegible]

HUB CAPS

Another innovative feature of Exhumed is the level structure. Rather than just progress through the stages in a linear fashion, certain 'hub' levels have multiple exit points to new areas. As you play through the game you will acquire six different magical artifacts which grant your character new physical abilities (jump higher, breathe underwater, glide, etc), and by returning to conquered levels you can use these artifacts to reach previously inaccessible places. This adds a new RPG dimension to the game, and you really have to explore your environment carefully if you want to spot some of the hidden exits.

OSIRIAN ORDNANCE

[illegible]



IT WAS A TIME OF HEROES...

WHAT THIS BUTTON DO? AIEEEE!

Exhumed has its fair share of obstacles to deprive you of meagre amounts of energy. Fireball projectiles, arrow spitters, swinging blades, crushing walls, quicksand, lava, poisonous swamps... they're all here. On top of environmental hazards there are also some cunningly designed traps and puzzles that can prove fatal to the unwary explorer. For instance, in one underwater cavern you'll find an important-looking switch. Press it and the walls close around you, trapping you until you suffocate! Nasty!

Collect the key and unleash a barrage of fireballs.

Same thing here. Only less fireballs. Thankfully! They hurt though!

COMMENT

DAN

[illegible]

CONTROL FREAK

COMMENT

GUS

[illegible]

[illegible] [illegible]

▲ Detailed texture-mapped backgrounds and a super smooth frame rate. As good as a Pentium PC. All round swivel vision too.

[illegible] [illegible]

▲ The enemy sprites move well and scale nicely...

▼ ...although, as with any bitmap, they get a bit blocky up close.

[illegible] [illegible]

▲ Incredible! Excellent atmospheric tunes that perfectly suit the Egyptian premise.

[illegible] [illegible]

▲ Crystal clear and completely appropriate. The weapon noises are absolutely brilliant.

[illegible] [illegible]

▲ Fast, furious, violent, challenging, addictive – awesome!

[illegible] [illegible]

▲ 27 levels of rock hard action, and no lives! If you die its back to the start of the level.

▼ No link up mode means no two player action.

OVERALL

If you've got a Saturn you simply can't afford to be without this. All hail Exhumed, the new king of 3D blasters!

94

GAMEplay

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Saturn & Sega Rally
Saturn & X Men Children of the Atom
Saturn & Wipeout
Saturn & Fifa 96
Saturn & Sega Rally & X Men COTA & Virtua Cop
Saturn with no game
[illegible] AT THE SAME TIME AS A SATURN FOR JUST
[illegible] AT THE SAME TIME AS A SATURN FOR JUST

COMING [illegible] SATURN

Tomb Raider

[illegible]

Die Hard Trilogy

Discworld

Vampire Hunter

VF Kids

Nights into Dreams

Heart of Darkness

Dungeon Keeper

Actua Golf	September
Alien Trilogy	October
[illegible]	[illegible] August
Crimson	[illegible] August
Dawn of Darkness	September
Deadly Skies	[illegible] August
Destruction Derby	August
Discworld	[illegible] August
Doom	September
Exhumed	[illegible] August
Fade to Black	October
Fighting Vipers	November
Gun War	[illegible] August
[illegible]	October
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Nights into Dreams	August
Offensive	[illegible] August
Olympic Games	[illegible] July
Project Overkill	October
Seabass Fishing	August / September
Swagman	September
Tomb Raider	October
Tunnel B1	September
Viper	October
Virtua Cop 2	November
Waterworld	[illegible] August

SATURN GAMES

Baku Baku Animal

Alone in the Dark

[illegible]

Guardian Heroes

[illegible]	[illegible]
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Destruction Derby

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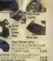
X Men

WWF Wrestlemania

SATURN TOP TEN

1. EURO '96
2. GUARDIAN HEROES
3. X MEN
4. PANZER DRAGOON 2
5. STREETFIGHTER ALPHA
6. WIPEOUT
7. VIRTUA COP & GUN
8. VIRTUA FIGHTER 2
9. SEGA RALLY
10. DAYTONA USA

[illegible]



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ME5(9)

SEGA

SEP 5TH

TBA

FLY 'EM UP!

1-2

CONTROL
JOYPAD
GAME
DIFFICULTY
EASY
CONTINUES
SAVE GAME
SKILL LEVEL
1
RESPONSIVENESS
EXCELLENT

A brand new character from the Sonic Team of programmers, the originators of Sonic The Hedgehog.

Free the children's imprisoned Ideya and defeat the Wizeman.

Get an A on the all courses.

Five years ago Sega turned around the battle against Nintendo and the Super NES with a platform extravaganza called Sonic the Hedgehog (you may have heard of him). The prestigious porcupine captured the hearts and minds of gamesplayers all over the world, and went on to star in numerous sequels, many of which achieved record breaking success. Sonic 2 is still the biggest selling videogame in this country!

[illegible] Naka Yuji [illegible] Hedgehog – Sonic Team [illegible] prestigious Sonic sequels [illegible] disappear [illegible] top [illegible] project some two years ago [illegible] that looks set to [illegible] ground [illegible] and successful [illegible] success.

With the N64 [illegible] around the corner [illegible] Sony [illegible] still competition [illegible] Saturn needs [illegible] Mega [illegible] A game that plays simply yet offers an abundance of [illegible] A game that shows [illegible] the machine's [illegible] short, a game like [illegible]

[illegible]

The plot behind NiGHTS [illegible] dreams. [illegible] To customise the two [illegible] named Wizeman. Wizeman's power [illegible] Nightmarens, leading an all out assault on [illegible]

ELIOT

[illegible] basketball champ who likes nothing more than [illegible] be [illegible] by the [illegible]

[illegible]

[illegible] Nightopi [illegible]

[illegible] lance and order to the world of dreams.

H[illegible]

Initially, [illegible] quick ru[illegible] seems.

1. C[illegible]

Dreams
Claris

[illegible]

[illegible]

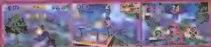
[illegible]

[illegible]

[illegible]

[illegible]

[illegible]



[illegible]

[illegible] rotates NIGHTS through 360 degrees and the 'action' button to propel him in that direction. NIGHTS leaves behind him a trail of [illegible]

[illegible] special analogue pad that [illegible]

[illegible] makes an appearance over [illegible]

[illegible]

One aspect of NIGHTS that Sega are keen to promote is the revolutionary A-Life [illegible]

[illegible] accordance with way you caress [illegible]

[illegible] see how many Nightopians they [illegible]

[illegible] ability as you keep playing [illegible]

[illegible]

When all four Ideyas have been freed, and all four courses successfully [illegible]

[illegible] 1

[illegible]

COURSE 2

[illegible]

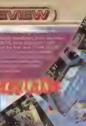
COURSE 3

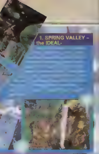
COURSE 4

The final course sees another perspective change as NiGHTS swims into the screen inside a huge sunken cavern buried deep within a mountain.

[illegible]

As we've already mentioned, [illegible] levels in NIGHTS, three [illegible] character and the final level (TWIN SEEDS) which [illegible] ber [illegible] ing [illegible] Each [illegible] you [illegible]



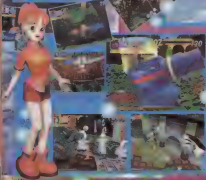


1. SPRING VALLEY – the IDEAL-

[illegible]

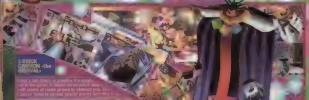
2. [illegible] FOREST – the [illegible]

[illegible]



3. SOFT MUSEUM – the CONFUSION

[illegible]



3. STICK CANYON – the [illegible]-

Elliot's last dream is possibly the tough[illegible] est in the game. A desert construction stage [illegible] with plenty of metal girders to obstruct you, Stick Canyon features several special events including a ride [illegible]

[illegible] comes up!

THINGS TO DO IN NIGHTOPIA WHEN YOU'RE NIGHTS

[illegible]

none

MEGA GAME

1. SPLASH GARDEN – the AFFECTION-

[illegible]

by the pool side with tall class of Sang[illegible] supposedly. We've already covered this level in detail, but needless to say, expect plenty of water-based action for your troubles.

2. FROZEN BELL – the CONSCIOUSNESS-

What would a game be without an 'ice' level? Frozen Bell is a mountainous world [illegible]

[illegible] around the landscape and the final course where NiGHTS morphs into a bobsled. Watch out for [illegible] hidden in the igloos (only [illegible] collect them) and destroy the floating snowballs to release the bonuses contained within.

Sega have a lot riding on NiGHTS, and they've taken a real risk by producing such a unique game. No lives, not many enemies, and only [illegible] Thankfully, its a gamble that's paid off. NiGHTS is an incredible experience that combines the speed and simplicity of Sonic with a wealth of subtle gameplay touches. Yes, you'll probably finish it within a few days but that's not the point. NiGHTS is like a racing game. Each of the courses has been carefully fashioned to provide almost unlimited possibilities, and you'll keep coming back just to improve your grade or see how the A-Life system is developing. I love NiGHTS. It looks great, sounds great, plays brilliantly and has more personality than a dozen Marios. What more could you possibly want? Move over Sonic, there's a new kid on the block.

DAVE

I don't have to say much, as NiGHTS is one of those rare games that speaks for itself. Frankly, I once wondered if NiGHTS was going to be eye-candy without any hard playability, but it's not only an incredible game, it's a whole new genre of gameplay. For the first time in years I have sore thumbs from constant play.

GUS

▲Vibrant colours, detailed texture mapping and a superb frame rate create a lush and coherent environment. Amazing!
▼Noticeable build up and occasional

▲A new level of excellence is set. The movement of NiGHTS is so fluid it's like water! Brilliant rendered cut scenes too.

▲In a word INCREDIBLE! A mad fusion of jazz, hip hop, break beat, elevator and opera. And it keeps on changing. All using the Saturn's awesome sound chip in realtime.

▲ Impressive tinkles and bleeps, and a nice whooshing sound when NiGHTS performs a Para-Loop.

▲ A revelation! NiGHTS is incredibly intuitive to control and the feeling of flight is unbelievable.

▲Like a race game you'll keep playing the courses to improve your grade and discover new links.
▼ Easy to finish and only seven levels

OVERALL

Everybody who owns a Saturn should buy NiGHTS. And if you don't own a Saturn then buy one and get this. You won't regret it.

96

NBA ACTION

SEGA

AUGUST

£44.99

BASKETBALL

1-8

CONTROL
JOYPAD (MULTI-TAP)

GAME
[illegible]
AVERAGE

CONTINUES
RAM SAVE

SKILL LEVELS
3

RESPONSIVENESS
GOOD

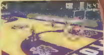
Sega produce another 'virtual' sports experience for Cathodic-eyed family entertainment.

Place the ball through your opponents' [illegible] as stylishly as possible!

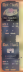
15-78 Jazz vs Lakers

It looks like Sega are finally getting their act together on the Saturn sports front. Not such a big deal here, but in America the battle last Christmas was a matter of who had the best football game. Sony won that one, but if Sega continue to put forward simulations of the quality of NBA Action, the tide must surely turn.

It's a console sports game of the old school: lots of stats, pretend sports TV styling, enough options to fill the comfortable interior of a Lincoln town car and, of course, the old instant replay. But while it has all the superficial features of, for example, NFL Hockey, there's a little more panache.



I AM NOT A NUMBER



MASSED RANKS

Like NFL Hockey before it, NBA Action supports a massive amount of players — two full human teams if you have the two multi-taps and that number of joypads.

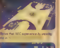
ICE ON TAPE

Cool moves in at the basket, when your player dunks the ball with particular class, are rewarded by a short 'gamebite' replay from a sharp camera angle. It's worth getting good [illegible]

NBA ACTION

POLY PLAY

The game plays on a fast moving polygon court, with players also constructed from those fascinating little shapes. Control is generally easier than 3-D games of this type and there's a range of sensible camera angles

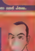


Relive that NBC experience by viewing the a[illegible]

... before dangling from the [illegible] of the hoops

JAZZ
1994-95
NUGGETS
(41-41)

I always prefer the more authentic simulation to the shallow knockabout disguised as basketball, football or whatever. As is the case with my favourite footie game, Olympic Soccer, this isn't the best looking game of its type. But give it time and you'll discover the depth and playability missing from Slam and Jam.



I got basketball fatigue long ago, but can say that Sega have made it almost as playable and rewarding as a game with two shopping bags strung to clothespoles can be. The graphics are pretty good, in fact they grow on you, seeming slightly dull at first. The controls are sensible, sitting the game between an action sports game and a simulation with rather more depth. The stats and replays are competent and NBA Action has altogether more going for it than Slam and Jam or the ageing NBA Jam.

86

▲Polygon players with authentic texture-mapped facials. Good stadium environment and camera angles.

95

▲Super smooth camera movement – none of that shimmering – and cool moves all round.

78

▲Trip hopping when you score neatly.
▼Few 'beats' the rest of the time.

93

▲A commentary of the obvious and squeaky floor tiles.
▼Crowd could do with some Panos.

93

▲Good range of moves to learn, and it's easy to play at all levels.

93

▲If you're into the game, NBA Action offers as much depth as any comparable product.

OVERALL

An all-round good egg, with a higher level of graphical presentation than we're used to. The basketball game of the moment.

88

The Story of Thor 2

SEGA

SEPTEMBER | TBA

ARCADE ADVENTURE

1

CONTROL
JOYPAD
GAME DIFFICULTY
MEDIUM
CONTINUES
RAM SAVE
SKILL LEVEL
1
RESPONSIVENESS
GOOD

Programmed by Ancient, producers of the smash Megadrive RPG. This carries on where Story of Thor left off.

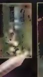
Explore the plan-view locations of Oasis, find the spirits, solve the riddles.

Locate Elnst

Leon returns to his [illegible] village in Oasis after many adventures, hoping to settle down to a quiet life, produce little Thors and probably die of the plague sometime in the distant future. But it was not to be!

Village Chief Ordan has located an ancient golden amulet from the bottom of a deep lake, an artefact from primordial times that holds immense power. But as Ordan examines the instrument of potential good, he realises another amulet, forged from silver, has been repossessed by an ancient evil, Agito. Ordan commisions Leon to seize the silver amulet, using the power of the golden one and the assistance of six elemental spirits with unique abilities, trapped in [illegible] of antiquity.

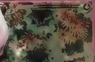
Tho

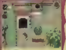


Sent back on quest journey.

VILLAGE PEOPLE

The [illegible] Ordan [illegible] is alw[illegible] takes Thor further from his home and into greater danger.





[illegible] by getting to hold the [illegible] chieftains in the village as people drop left right and centre with a mysterious pox. Return here when you find something of interest.

MAN AT ARMS

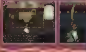
Thor has mastered all kinds of fighting disciplines but he lacks all the gear. If you find weapons in addition to your short [illegible], there are all manner of special attacks available through joypad combinations. Experiment, or consult the many technique obelisks [illegible] written in stone.

SHORT SWORD
BOW
ROD

LONG SWORD
SKULL BREAKER

LOST REALMS

The look and feel of Saturn Story of Thor is similar to Megadrive Legend of [illegible] labyrinthine, and a greater degree of the game is puzzle solving. Leon spends as much time searching for keys and tripping switches as fighting. Obelisks of knowledge, offering hints, go some way to easing the player through the game.

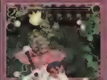


[illegible]RITUS SANCTUS

[illegible] capable of tackling the Forces of Evil alone. He must [illegible] search out the six spirits hiding in the earth of Oasis. These are are difficult to find and jealously [illegible]arded by a major [illegible]. Once a spirit is [illegible] Leon can summ[illegible] firing his amulet power [illegible]moning ele[illegible] as an example, Dytto the [illegible]irit will appear whenever water is used. A spirit [illegible]on as long as he possesses magical power, [illegible]rained constantly by the spirit's actions. [illegible]pirits wisely is central to gameplay. Here are [illegible]ree:

BAWU

Looks like the man-eating star of Little Shop of Horrors, Bawu is the little plant with (supposedly) the big personality. He can gulp up enemies or launch a swarm of deadly homing buds.



[illegible]

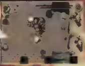
Dytto is a delicate faerie, but highly versatile. She can freeze most foes, and also water assaults to create solid pinnacles. She also has the power to heal Leon.

EFREET FIRE SPIRIT

Efreet is summ[illegible] moned from an[illegible] items. His pow[illegible]

[illegible] fiery breath, [illegible]

[illegible] be more subtly employed — to remove obstacles and reveal items from trees.



FREE THE SPIRIT

[illegible] add another dimension to the gameplay. These work in conjunction with your weapons and also orbs of energy, which are dotted around the landscape. [illegible] should [illegible]

WACKY WEEDS

Leon comes across a veritable spice rack of fresh herbs which, when ingested, have various effects. How these are helpful is not always easily apparent, but it's worth experimenting with Mighty Mint, Eye Bright, Tiny Thyme and Super Pepper amongst others.

COMMENT

There aren't a great deal of action/RPG's on the Saturn, and as such Story of Thor 2 fills a much needed gap. I loved Thor on the Megadrive, and it's good to see that Sega have found time to release this in amongst all their AAA 3D blockbusters. Combining an intuitive combat sytem with some clever puzzles and a strong storyline, Story of Thor 2 should appeal to all those action RPG fans who have been feeling [illegible] recently. Though initially [illegible] ear, Thor 2 does get better the more you play it, both graphically and in terms of the game variety. Nice music too.

COMMENT

Story of Thor was one of the [illegible] has been to hand on the [illegible] of Thor, [illegible] on Saturn [illegible] of secrets and [illegible] to [illegible] nearly [illegible]. But devotees of the original should be pleased, and newcomers should quickly become converts.

[illegible] [illegible]

▲Lush backgrounds, detailed cartoon enemies and atmospheric presentation.

▼The repeated sprites sometimes used look horrible.

[illegible] [illegible]

▲Leon is nicely animated like a comic-book hero should be. And so are many of his opponents.

▼Few genuine 'wow you' FX.

[illegible] [illegible]

▲A departure in game music, with Yuzo Koshiro providing a cinematic score, rather than tunes.

▼[illegible]

[illegible] [illegible]

[illegible] with swelling [illegible] and running waterfalls, all depth-cued. There's [illegible] the scene.

▼[illegible]

[illegible] [illegible]

▲A true console adventure. With a good balance between action and puzzle gameplay.

▼The pace of play is quite sedate.

[illegible] [illegible]

▲More complex and challenging than the Megadrive game.

▼The game is pretty forgiving, and not too challenging.

OVERALL

Another good RPG to add to the Saturn's strong line-up. Thor offers you its weight in gameplay.

89

ELECTRONIC ARTS

AUGUST | £44.99

RACING

1

CONTROL
JOYPAD
GAME
DIFFICULTY
EASY
CONTINUE
SAVE GAME
SKILL LEVEL
1
RESPONSIVENESS
OK

The road rage saga of Road Rash continues – the Megadrive classic appears on Saturn.

Improve your bike by winning prize money racing across California. Achieve victory by fair means or foul...

First on Pacific Highway

Before [illegible] road ra[illegible] part of the [illegible] vo[illegible] drive [illegible] obscurity [illegible] motor[illegible] cycle chain [illegible] influe[illegible] [illegible] Road-Rash [illegible] unne[illegible] media." No[illegible] is a [illegible] made [illegible] the 32-bit version [illegible] motor[illegible] originally [illegible] [illegible] the score – [illegible] ways of [illegible] cars, pedestrians and other competitor[illegible] time first. [illegible] [illegible] cars with spectac[illegible] and knock[illegible] opponents [illegible] the choice is yours. 32-bit Road Rash [illegible] a makeover – the game now comes [illegible] of [illegible]-style FMV, and the tunes [illegible] [illegible] that the [illegible]gers among you may have [illegible].

THE CITY – 8.5km

The obstacles in this suburban course include the yellow taxis that litter the road, and the jaywalking pedestrians who inevitably get under your wheels. Try to avoid them all by mounting the pavement – but watch out for the [illegible].

SIERRA NEVADA – 8.5km

Old [illegible] scenery with few trees or buildings to interrupt the skyline. It's [illegible] not to stray off the road – the [illegible] of crash barriers make it difficult to get back on. A fairly deserted town area in the middle of the course [illegible] previous version.

THE PENINSULA – 8.5km

Mediterranean architecture lends the course a more relaxed feel. Well, it's fairly relaxed until someone comes up behind you and tries to club you off your bike. The city streets soon [illegible] out into forked country roads [illegible] your [illegible].

NAPA VALLEY – 8.0km

The open fields and wide roads of wine country are punctuated by farm machinery, busy junctions, [illegible] [illegible] and forked roads. The side of the road is [illegible] off course and you'll lose speed before you get back on.

PACIFIC HIGHWAY – 8.2km

[illegible] curves, [illegible] roads, tunnels and sheer cliff walls are all features of the most impressive and most demanding course. [illegible] are inevitable if you're going to steal pole position.

BIG GAME MODE

If you want more [illegible] than burning down the highway murdering innocent opponents, [illegible] Big Game Mode. You'll have to choose a [illegible] and begin [illegible]

[illegible] characters starting [illegible] powered bike [illegible]

[illegible] wins you'll [illegible] and the better [illegible] you'll be able to afford [illegible] through various levels [illegible] with your fellow bikers at [illegible] which is also where you'll book yourself [illegible] races by looking at the bulletin board [illegible] you'll be able to [illegible]

BUSTED!
Player
Druid

COMMENT

MARCUS

I used to think Road Rash was pretty cool on the Megadrive. The novel premise has survived into the Saturn version but that's pretty much it. What had the potential to be a great game has been saddled with uninspiring scenarios, poor sprites, disappointing animation, inappropriate music and the most loathsome FMV I've ever seen. Nearly every mistake possible has been made and, incredibly, the whole affair seems less impressive than the original 3DO version. If you're desperate to go biking on your Saturn then your possibilities are admittedly limited (Hang On GP isn't great either – it's just bad in different ways) but I really would recommend waiting for Manx TT.

COMMENT

GUS

Two years ago, we saw Road Rash on the 3DO and we wanted it. Ah, we were young and impressionable. Since then, everything from Wipeout to Sega Rally has outperformed this earliest of next generation racers. Graphically, there is a crudeness that the speed of the scenery doesn't quite dispel, and the long layouts don't offer the subtleties that bring you back to practise them time and again. The best argument for not buying Road Rash comes from EA themselves, who are releasing the excellent Need for Speed around the same time. Unless you have to be on two wheels, I'd go for that.

71

[illegible]

70

▼ [illegible] enough to handle the motion [illegible] of the small sprites.

93

▲ The soundtrack includes music by Therapy?, Swervedriver and Soundgarden.

▼ [illegible]

75

▲ The bike noises and thumping sounds are OK.

▼ Everything could have been a bit louder.

92

▲ Easy to get into and quite fun to play while you discover each course.

▼ There's not enough variety, and no two player mode.

7

▲ You can play the game in 'arcade' mode or as a tournament where you ride to win cash and improve your bike.

▼ The five courses you ride across the levels are all pretty samey.

OVERALL

A great idea has been turned into an unremarkable game, laden with unwelcome garish.

77

BY [illegible]

RELEASE [illegible] **PRICE** £39.99

GAME TYPE PLATFORM

1 PLAYERS **16** MEG

BREAK DOWN

ORIGINALITY

CHALLENGE

ACTION

STRATEGY

REFLEXES

OPTIONS

CONTROL JOYPAD
GAME DIFFICULTY AVERAGE
CONTINUES 3
SKILL LEVELS 3
RESPONSIVENESS OK

ORIGIN

All your Warner Brothers faves in a Megadrive title aimed at kiddies and cartoon buffs.

GAME AIM

Escape the clutches of Yosemite Sam, Elmer Fudd, Daffy etc by running, jumping and shooting carrots.

BEAT THIS

[illegible]

BUGS
IN DOUBL

In years gone by, when folks visited their local cinema they could munch their popcorn in the darkness, safe in the knowledge that even if the film was cobblers, the preceding cartoon would be a corker. These days, you're lucky if you get the chance to laugh at the advert of the woman licking the hot dog and a singalong to the Pearl & Dean theme.

Thanks to TV, however, the exploits of Bugs Bunny, Daffy Duck, Marvin the Martian, Road Runner and Porky Pig live on. And thanks to [illegible] Sega your Warner Brothers faves have got their own game. True to the current vogue for multi-style games (bit of platform stuff, a bit of shoot 'em up stuff, a bit of err... flying through asteroids type stuff) Bugs Bunny in Double Trouble is a pick 'n' mix affair. The plot sees mad Professor Yosemite Sam develop a robot that requires a brain to function. A rabbit's brain. As the game gets more and more bizarre, the beleaguered Bugs can at least console himself that it's all a dream. Or is it...

DUCK RABBIT DUCK

[illegible] Daffy [illegible] rabbit season [illegible] duck season, not rabbit season, [illegible] Oh, and mind the caterpillar.

BULLY FOR BUGS

[illegible] way under the bull ring on your [illegible]

HARE-ABIAN NIGHTS

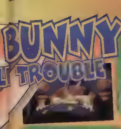
[illegible]

MAD AS A MARS HARE

[illegible] Marvin [illegible]

SPACED OUT BUNNY

[illegible] Marvin will try to [illegible]



KNIGHTY KNIGHT BUGS

This level is played out under and on top of the batt[illegible] of the Black Knight's castle. Remember to grab the sword in the stone – it gives you the power to slay the dragon and knock out the knight [illegible] Yosemite Sam). Perils on the way include haunted suits of armour and a damsel who isn't as [illegible]

HAREWAY TO THE STARS

This [illegible] distance [illegible] which [illegible] four keep a rotary [illegible] them from point [illegible]

HAUNTED HARE

You're looking for the professor's dungeon laboratory – go through the library. Flying books will [illegible] transport you between levels; remember to collect the door keys on the way. Inside the laboratory, use the Professor's bizarre creations to defeat [illegible]

COMMENT

There are already some excellent comedy cartoon platformers available for the Megadrive and Bugs Bunny has some stiff competition. While it passes the graphics test with flying colours, I'd have liked to have seen a different emphasis to the gameplay – a few more Spaced Out Bunny-type levels and a few less Haunted Hare-type runarounds wouldn't have gone amiss. But overall there's a lot of game for your money, and younger players shouldn't find any of it too challenging.

COMMENT

I've always loved the Warner Brothers cartoons and I knew how much work had gone into making sure everything in this game reflected those classics exactly. I got a lot of fun out of spotting gags and scenarios that have been expertly ripped off. But what about the game? There's plenty of it, and it's solid stuff. Only a couple of levels present gameplay innovations I've never come across before – some of the rest seems to owe a debt to Earthworm Jim 2, although it never quite scales those dizzy gameplay heights. Overall this is well balanced, highly polished and good for a chuckle. Looney Tunes fans would be unwise to ignore.

GRAPHICS 84

[illegible] cheeky and [illegible] captures the [illegible] well. [illegible] aren't as [illegible]

ANIMATION 81

[illegible] – char- [illegible] deter- [illegible] desperate, sar- [illegible] and cheeky. Again, [illegible] are reflected well.

MUSIC 72

[illegible] Looney Tunes [illegible] represented [illegible] can be expect- [illegible] the circumstances. [illegible]'t very well.

EFFECTS 79

[illegible] comedy stuff mapped [illegible]

PLAYABILITY 85

[illegible] to [illegible] could have been [illegible] emphasis on the more [illegible] levels.

LASTABILITY 82

[illegible] bonus [illegible] different [illegible] want to go back to [illegible] solving levels.

OVERALL

[illegible] gameplay, good vari- [illegible] sophisticated use of [illegible] That'll do for us,

84

BY

RELEASE | **PRICE** TBA

GAME TYPE MULTI SPORTS

1-8 PLAYERS

16 MEG

BREAK DOWN

ORIGINALITY

CHALLENGE

ACTION

STRATEGY

REFLEXES

OPTIONS

CONTROL
JOYPAD
GAME DIFFICULTY
MEDIUM
MODE
SKILL LEVELS
3
RESPONSIVENESS
OKAY

ORIGIN

It's a classic multi-sports sim of the Track and Field school, with an isometric graphic twist.

GAME AIM

other opponents in ten event disciplines.

BEAT THIS

OLYMPIC SUMMER GAMES

While all the attention has gone on US Gold's Saturn effort for the Olympic Games, THQ's developer has been beavering away on a Megadrive sports simulation. And since the vogue seems to be with isometric perspectives (Whizz, Sonic 3-D) there's a 45-degree slant to the 10 events on offer.

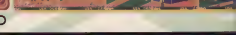
Much play in the office has led this to be dubbed affectionately, 'School Sports Simulator '96', bringing back memories of carrying the desks out to the playing fields, plastic medals and the class asthmatic having an attack in the middle of the three legged final.

TIP TAP

Gameplay for Olympic Games is the not-so-original button bashing method favoured by games of the genre. It's not so much frantic bashing, as steady rhythym that gets the best effect. It's also more difficult to judge the right moment to release as no angle diagrams for throwing or jumping are shown.

CHARIOTS OF FIRE

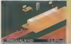
The chance to excel in 10 events, either as one big competition or a custom-made Olympics of your choice. Let's look at the line-up



CLASS OF '96

How we love the spectators, judges and pot plants that add such character to School Sports. sorry Olympic Games. Watch out for the paper-shuffling women at the Discus and the classic 'Men standing with Poles'

"And [illegible] shrub section, the winner is [illegible]"

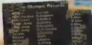


[illegible]

Mark
USA 73.02m

OK, Dave [illegible] anything [illegible]

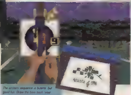
[illegible]



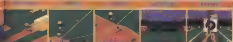
Olympic Records

100m	C.Lewis	[illegible]
110m Hurdles	R.Kingdom	[illegible]
Pole Vault	S.Bubka	[illegible]
Triple Jump	M.Conley	17.63m
Long Jump	[illegible]	[illegible]
High Jump	[illegible]	[illegible]
Javelin	[illegible]	[illegible]
Discus	Stark	[illegible]
Archery	J.Barrs	[illegible]
Skeet	S.Zhang	[illegible]

See World Records
RETURN TO MAIN



The archery sequence is bizarre but good fun. Draw the bow back, your aim falters as your muscles strain to hold it taut, and carefully time the release of your arrow. Smart.



COMMENT

GUS

[illegible] about the Olympics [illegible] what they would look like [illegible]

COMMENT

MARCUS

Curious mix of difficulties [illegible] are so simple that you're wondering whether you could possibly get any better after only a few goes. [illegible] time by mocking the weightlifters – the man with the centre-parting and the moustache is highly amusing, as is the [illegible] the archery – we'd never seen anything quite like it before.

GRAPHICS	The isometric stunt [illegible] introduced [illegible] events, and the [illegible] looks good. [illegible]	72
ANIMATION	[illegible] many of the [illegible] the animation is [illegible] and detailed, and the [illegible] background bits keep you [illegible]	75
MUSIC	[illegible], and thank- [illegible] in short supply.	62
EFFECTS	[illegible] of a [illegible]	58
PLAYABILITY	[illegible] of the events [illegible] enough to [illegible]. The multi-player [illegible] okay. [illegible] long-winded in structure.	77
LASTABILITY	[illegible] fun in a [illegible] record-breaking [illegible] long-term play [illegible] it all before.	74

OVERALL

[illegible] after a fashion, but [illegible] of the glitz we [illegible] from the Greatest [illegible] on Earth.

76

Tint
in Ti

BY INFOGRAMES

RELEASE [illegible] **PRICE** TBA

GAME TYPE ADVENTURE

1 PLAYERS **16** MEG

BREAK DOWN

ORIGINALITY

CHALLENGE

ACTION

STRATEGY

REFLEXES

OPTIONS

CONTROL JOYPAD

GAME DIFFICULTY MEDIUM

CONTINUES PASSWORD

SKILL LEVELS 3

RESPONSIVENESS ADEQUATE

ORIGIN

The Tin Tin characters come from the classic comic strips and cartoons of Herge. This game stays faithful to one book: Tin Tin in Tibet.

GAME AIM

Locate Tin Tin's missing friend Tchang, lost in a plane crash in the Himalayas.

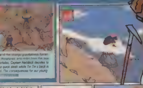
BEAT THIS

Tin Tin is still massively popular over here despite being Belgian and ancient. Black bushy beards and little white dogs never go out of fashion, though the craze for Tin Tin style haircuts is mercifully dead.

When it came to comic art, Herge had a particular kind of skill, and both the Tin Tin books and TV show continue to outperform modern whipper-snapper cartoon fare. Infogrames software champions of a [illegible] français, have taken one particular graphic adventure, Tin Tin in Tibet, spent a couple of years getting everything authentic and now unleash a veritable 16-bit interactive cartoon.

PEAK PERFORMANCE!

When Tin Tin actually gets going in the mountains (about a third into the game) you can start fiddling with his climbing gear! His ice-pick allows you to scale the towering cliffs of the Himalayas.



Aware of the strange [illegible] forces in the Himalayas, and [illegible] from the [illegible] portaloo, Captain Haddock decides to have a quick slash while Tin Tin's back is turned. The consequences for our young [illegible]

CHAPTER AND VERSE

Each section of the game follows a section of the Tin Tin in Tibet book, linked by little story boxes. In each level, Tin Tin has a specific objective, like saving [illegible] from the river, or finding the Sherpa's shop.

YANGTZE TRAIN TRIP

Tin Tin dodges the baggage [illegible]

HOTEL

[illegible]

KATHMANDU

The team interrogate the market [illegible] looking for the right [illegible]

STEP ONT

"I'll tell you what the matter is mate ... your hairstyle went out when Bronski Beat split up."

The game's most original feature is the use of the foreground as an extra plane for gameplay. In most areas, Tin Tin can run forward to avoid the dubious activities of others. Sadly, he usually has to return to the background to move on, so the use of this feature is rather limited.

[illegible]

MARCUS

This is a cracking piece of Tin Tin merchandise that will doubtless be lapped up by fans of Jimmy Somerville's style guru. It's rare to see a licensed piece of software that adheres so carefully to its source, and Infogrames have clearly done Herge's work proud. For this reason, the game will probably be very popular with those willing to persevere with it that little bit longer. It's far from perfect, however, and its appeal to the serious gameplayer without a special interest in Belgium's youngest private detective may well be limited. Verdict – interesting, in a 'nice to have' kinda way.

[illegible]

GUS

If you're into Tin Tin, you'll be impressed with how close to the visual spirit of the cartoons Infogrames have come with this game. All the input from the Herge company has been of huge benefit to the game's look. The designers have also tried to be innovative with the gameplay, bringing Tin Tin and his chums in and out of the background. Trouble is, this effect quickly reveals itself to be gimmicky and overused. The actual gameplay, running the left-right levels from point to point, becomes repetitive. In spite of its production values, Tin Tin in Tibet doesn't really [illegible]

FOOTHILLS

Tin Tin's first taste of climbing. Rockfalls and Tibetan cows are the hazards.

He must be feeling

A novel aspect of the game is your ability to move Tin Tin in and out of the foreground: avoid the bull here by scaling the steps and going through the market.

GRAPHICS 86

[illegible] of the [illegible] brought your [illegible] of graphic [illegible]

ANIMATION 80

[illegible] animation on the [illegible] is limited.

MUSIC 10

[illegible] while [illegible]

EFFECTS 71

[illegible]

PLAYABILITY 72

[illegible] gameplay value [illegible] a cartoon [illegible] to an adventure [illegible] is slow-moving.

LASTABILITY 65

[illegible] with the [illegible] completed, you won't [illegible]

OVERALL

[illegible] may well be [illegible] the Tibetan [illegible] for us to [illegible]

70

100
Atlanta 1996

AUGUST

£44.99

MULTI-SPORTS

CONTROL
JOYPAD

GAME
DIFFICULTY
MEDIUM

CONTINUES
RAM SAVE

SKILL LEVELS
3

RESPONSIVENESS
OKAY

Developed by US Gold's Banbury division, from a concept for 3DO! The only official Olympic game.

15 disciplines to excel in, playing alone or with company.

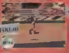
5 Gold medals

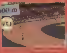
Days ago, the Games of the 26th Olympiad opened in Atlanta, Georgia, with all the razzmatazz that a billion dollars' worth of sponsorship can muster. There is no greater arena for the fittest bodies in the world to test themselves, take the laurels, pretend to know the words to their national anthem then go home and do a series of ads for Quorn, Lucozade and other eaters. US Gold have once again come forward to challenge the fittest consoles in the world to a test of 15 polygon-processed events, and the joypads of the world to a severe hammering of the A and B buttons. Fundamentally, is Olympic Games Olympic Gold?

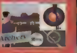
OCTOPLAY

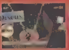
The unique feature of Olympic Games amongst its sportive rivals is an eight-player mode for the track and swimming events. You will naturally need all the joypads and two multi-taps to max your friends' participation. Playing Olympic mode, and you can watch the dozens of other intelligent CPU participants take their best shot!

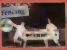
OUR MEDALS

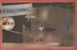


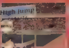


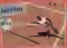


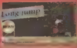












TALK TALK

Following his commentary triumph in Olympic Soccer, Alan Green lets us benefit from his wisdom on athletics. His commentary lauds the record breakers, and lambasts the [illegible] as they shamble their way through [illegible]

OFF TRACK

[illegible] offers a smattering of [illegible] events for multi-sports [illegible], and they are incidentally [illegible] the most enjoyable. Rapid [illegible] pistol, weightlifting, skeet [illegible] and the [illegible] beat 'em up [illegible] Fencing. If you like these [illegible] for that matter, you [illegible] game [illegible]

The Rapid [illegible] fire event [illegible]

COMMENT

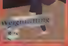
Like Olympic Soccer, this [illegible] highlights. Even the more traditional events like the 100 and 400 metres can be played in an unusual style – a double button hold instead of the rapid alternation that I find so annoying. Alan Green's amusing commentary is another welcome innovation. Looks dazzling – this is another step closer to the real thing.

COMMENT

Take a look and there would be no question of preferring this over Athlete Kings, [illegible] appear. Olympic Games, [illegible] enough depth to [illegible]. The large table of events [illegible] sports, and genuine departures from the button-bashing [illegible] of Athlete Kings. [illegible] multi-player option and the [illegible] of the Olympic challenge [illegible] are also brilliant. However, [illegible] this is the [illegible]

Pole vault

Rapid fire pistol



Weightlifting

Swimming

Triple jump

Skeet shooting

[illegible] 67

▲Quite a variety in graphics.

▼Shockingly simplistic in many events.

[illegible] 77

▲Many of the animations make up for the crude characters.

▼Some camerawork is clumsy.

[illegible] 76

▲US Gold's resident [illegible]

▼No 'Chariots of Fire' in-game stuff.

[illegible] 81

▲Brilliant use of echoing for indoor events and the commentary is a novel idea.

▼Alan Green tends to repeat himself frequently.

[illegible] 83

▲Enough scope to vary the gameplay.

▼Still a lot of button-bashing and angle selecting.

[illegible] 85

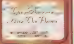
▲[illegible] with three, four or more participants. The records take some beating.

▼Will appear a bit too dull for some.

OVERALL

A worthy and slightly over ambitious homage to the Olympics. [illegible]

84



BY TITUS

RELEASE

PRICE TBA

GAME TYPE PLATFORM

1 PLAYERS

16 MEG

BREAK DOWN

ORIGINALITY

CHALLENGE

ACTION

STRATEGY

REFLEXES

OPTIONS

CONTROL JOYPAD

GAME DIFFICULTY TOUGH

CONTINUES PASSWORD

SKILL LEVELS 1

RESPONSIVENESS AVERAGE

ORIGIN

The sequel to Jordan Mechner's groundbreaking Prince of Persia.

GAME AIM

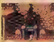
Escape the catacombs and win the hand of the Princess.

BEAT THIS

Prince of Persia

When Jordan Mechner first coded Prince of Persia on the PC all those years ago, it was considered something of a revolution. Combining tricky platform action with some of the most realistic animation yet seen, it became an instant classic and was subsequently converted to absolutely every machine in the whole world.

A few years later (quite a few actually) and the inevitable sequel was released. Despite a few improvements, the central mechanics remained much the same as the original and, unlike its predecessor, Prince of Persia 2 failed to set the gaming world alight. Titles like Another World and Flashback had already taken the 'roto-scoped platform' genre to new heights, and Prince of Persia 2 offered no significant improvement over its previous incarnation. Still, the game picked up a cult following in the States and did well enough over here to to necessitate another showering of console conversions, including one for the humble Megadrive.



Watch out for collapsing floors!

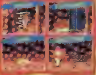
FULL OF EASTERN PROMISE!

ALL BECAUSE THE LADY LOVES...

[illegible]

EIGHT MILLION WAYS TO DIE

[illegible]



[illegible]

DANNI

Hmmm. Not my [illegible] [illegible] I've [illegible]. I've [illegible] a big [illegible] of this [illegible] of game, [illegible] little to convert me. I like a good challenge as much as the next man, but it seems to me that POP2's difficulty comes from the fiddly control method [illegible] level design. It's all too easy to spend half an hour on a level only to mistime a running jump and find yourself back at the start [illegible]. Still, if you enjoyed the original and are looking for more of the same then you'll probably like this. Personally, I don't have the patience for this sort of thing.

[illegible]

FRANCIS

I bought the [illegible] of Persia [illegible] for the [illegible] quite a [illegible] pretty [illegible] didn't [illegible] recorded [illegible] and [illegible] [illegible]. [illegible] I don't play [illegible] any more and I won't be playing Prince of Persia 2, for just the reasons that [illegible] Persia [illegible] [illegible] to capitalise on that with a progression of the original game, not simply a replay. I'd recommend something like Flashback as a better alternative.

72

△Nicely detailed [illegible]
▼Drab colours and repetitive backdrops

75

△Realistic movement on the main sprite...
▼...that doesn't seem as impressive as it did six years ago

72

▼Sub-standard Middle Eastern fare [illegible] Best week on your own CD

73

△The effects are reasonably good...
▼...but far too sparse

65

△A lot of people seem to like the way POP plays
▼We don't

[illegible]

△Its lasso and rock [illegible] [illegible] classic
▼Far too tedious and frustrating

One for Prince of Persia fans only, we're afraid

75

SEABASS

SEABASS FISHING

JVC

AUGUST

£39.99

FISHING

1

CONTROL
JOYPAD

[illegible]
AVERAGE

CONTINUES
SAVE GAME

[illegible]
1

RESPONSIVENESS
GOOD

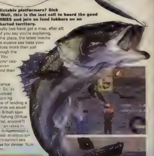
Part of that rare breed – the fishing game. This is the first rod 'n' [illegible] UK.

Select your captain, bait, route and location. Then wait for [illegible] the little fellas in. The bigger the better!

Two sea bass and a dolphin

Bored of beat 'em ups? Tired of predictable platformers? Sick of sports games? Well, this is the last call to board the good ship MEAN MACHINES and join us land lubbers on an expedition to uncharted territory.

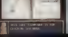
Well, it's fairly well chartered actually (we have got a map, after all) but it sounds a bit more exciting if you say you're exploring, doesn't it? The coast of Japan is the place, the latest mechanised lures are your tools, and the elusive sea bass your quarry. JVC's new fishing game does more than just simulate fishing – it takes you through the painstaking preparations as well. You chat to the bar landlord, choose your captain, select your lures, the route, even get a crash course in technique and then go for it. Fishing for sea bass can be a strenuous business, so your Captain will even offer you the chance to have a kip during your journey. So as you can see, it's all a lot more involved than just idling away Saturday morning with a four-pack and the vain hope of landing a wellie or an old pushbike. And, while we await the British spin on fishing (Virtua Canal, anyone?) we can retire to the [illegible] and enjoy our hard-earned sea bass for dinner. Yum yum.



You could have knocked me down with a kipper when I realised I'd been playing this non-stop for hours. Yep, Sea Bass Fishing is, wait for it, PRETTY GOOD. The screen shots probably don't do justice to this game, which really gets under your skin. Once you've skipped past all the garish [illegible] involving your Captain, the maps, your annoying mate and the incomprehensible science surrounding your lures then you'll be locked in a bitter power struggle with your fishy opponents. It takes a while to get the hang of this, but if you've ever played a golf game you'll soon be landing something every time you cast out. It won't always be the sea bass or dolphin you're looking for, but practice makes perfect. Any fishing game, however good, is obviously going to be strictly niche, but Sea Bass Fishing gets the thumbs up from this salty sea dog.

I must admit that the prospect of spending hours playing a fish 'em up seemed about as appealing as being slapped with a wet kipper. But stone me, if this isn't a laugh! Reeling in the fish can prove to be quite exciting, and what other game lets you fish for dolphins or take a mid-morning nap?

HMM, FISH SHOULD BE REALLY ACTIVE WITH THE FISHING CONDITIONS THE WAY THEY ARE



THIS LURE TECHNIQUE IS FOR CATCHING SEA BASS.

FISHING

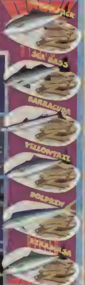
VIRTUA COD

The coast of Japan is remarkably well-stocked [illegible] nation's [illegible] – you [illegible] ning. L[illegible] you're [illegible] your [illegible] you'll have to throw the little nippers back.

In[illegible] the [illegible] when you get a bite.

[illegible] push the line and [illegible]

POWER ●●●●
TENSION



75

▲[illegible] They're biting.
▼Some of the routines become repetitive.

ANIMATION 79

▲[illegible] game really comes alive.
▼It's needlessly static elsewhere.

MUSIC 78

▲[illegible] speeded up 'theme from Jaws' when the critters bite.
▼There's not enough variety.

72

▼Largely consist of your reel clicking and the line straining. Neither are great.

PLAYABILITY 83

▲[illegible] be learned.
▼The exciting bits are punctuated by spells of boredom. Bit like fishing, really.

81

▲It's a big ocean, and there's plenty to catch.
▼You don't get to see much of it, and a lot of the interesting f

OVERALL

A bizarre and surprisingly addictive game that won't suit everybody.

80

TIME WARNER

AUGUST

£44.99

BEAT 'EM UP

1-2

CONTROL
JOYPAD
GAME DIFFICULTY
AVERAGE
CONTINUES
UNLIMITED
SKILL LEVELS
16
RESPONSIVENESS
OK

Originally a coin-op. This arrives a full year after the Megadrive, 32X and Game Gear versions.

Become the top dinosaur god in the meteor-ravaged Earth of the future. By kicking [illegible]

VERTIGO

Vertigo is an alien creature in reptilian/dinosaur form. She came from the stars when a meteor triggered the great cataclysm – now she uses her laser spitting attacks to vie for supremacy with the other gods.

ARMADON

A Tristegasaurtops that lived in the caverns beneath the Earth before the meteor struck. After the cataclysm he journeyed to the surface of the planet to restore balance.

DIABLO

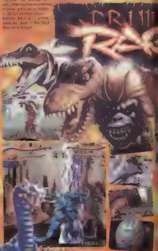
A prisoner of the inferno, the cataclysm gave Diablo the opportunity to escape his fiery confinement. Now he roams the surface of the new Earth, burning anyone in his path.

SAURON

The cataclysm destroyed Sauron's food source, so he roams beyond his usual hunting ground, searching for alternative forms of nourishment to preserve his immortality.

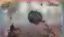
He's got a lot to answer for, that Steven Spielberg. The Flintstones had got us used to thinking that dinosaurs were nice guys that you could keep for pets, take for walks and eat in burger buns if you got peckish. Then Jurassic Park came along and suddenly the big scaly fellas were bad news again.

Well, if you thought those beasties [illegible] of this lot. Yup, they're back. Time Warner [illegible] mission to introduce Primal Rage [illegible] format [illegible] version has been tweaked and improved not only from [illegible] bit versions but [illegible] PlayStation version that preceded it. Among the innovations here are new FMV animations which profile the dinosaurs and [illegible] their souls [illegible] dinosaurs [illegible] nightmarish disaster-ravaged Earth-of-the-future type scenario. The [illegible] humans that worship the dinosaurs [illegible] what more you're [illegible] a few new [illegible] the screen and [illegible] you [illegible] or, no. The dinosaurs, with their [illegible] moves, are just as [illegible] 32 bit as they were before. All [illegible] ness as [illegible] in the land that time forgot.



CHAOS

[illegible] runs. Chaos was blighted by a spell from a shaman [illegible] dinosaur gods in a bid for ultimate supremacy. Which was nice



TUG OF WAR MODE

A novel variation on the usual versus option is Tug Of War. In addition to each player's 'brain' power bar (which indicates concussion levels and eventually bursts your heart if you lose) is a long vein-type power indicator that runs along the top of the screen. You can increase your share [illegible] the top [illegible] the [illegible] Games [illegible] your [illegible] screen [illegible] oppo- [illegible] bably had [illegible] by then [illegible] on to [illegible] also fea- [illegible] training [illegible] perfect [illegible] s and [illegible] rance [illegible]

COMMENT

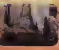
Any game that uses Simon Bates to push it is asking for trouble. But even if they had Joanne Guest doing her cavewoman bit, Primal Rage would still find it difficult to get much attention. It is, frankly, old hat, now that stupendous conversions of Virtua Fighter 2, Streetfighter Alpha and Mortal Kombat 3 are sharing shelf space like this, it's heading for extinction.

COMMENT

A year has passed since the Game Gear and Megadrive versions of Primal Rage arrived in the office. Much has happened since then – sales of the game in its various formats have apparently failed to live up to Time Warner's high expectations, despite a massive push that included a TV advertising campaign. Could it be that this is, gulp, not that great? While it remains a cheeky and outrageous game, it's been well and truly outpaced in the deftness and playability stakes over the last year by Capcom, who have got this sort of thing down to a fine art. Unfortunately, if you take away the once considerable novelty value of Primal Rage's special moves all that you're left with is a fairly ordinary beat 'em up underneath. And there are enough outstanding beat 'em ups around to render this particular species extinct.

BLIZZARD

Entombed in ice inside the high mountain cliffs, the cataclysm melted the glaciers and freed Blizzard. He came down from the snowy wastes to battle for control of the new Earth.



[illegible] 93

▲ Colourful and quite detailed.
▼ The new FMV sequences are poor.

[illegible] 7[illegible]

▼ Backgrounds are disappointingly static, and there aren't enough frames to effectively realise the dinosaurs' movements.

[illegible] 83

▲ Prehistoric xylophone symphonies, with Deep Purple's Smoke On The Water plugged into the mix at one point.

[illegible] 78

▲ [illegible] punchy.
▼ There should have been greater variety.

[illegible] 89

▲ Gore freaks should be pleased with this game's 'buckets of blood' approach to fighting.
▼ It's not very sophisticated stuff.

[illegible] 77

▲ Only successful completion on the hardest difficulty levels yields the full game.
▼ 1 player games aren't as much fun as playing, er, human challengers.

OVERALL

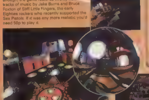
A fair conversion of a disappointing coin-op. For dino fans only.

79

PRO·PINBALL

When does a game stop being a game and start being a simulation? The variety of pinball games on offer belong to a genre that mixes and matches both kinds of title.

Empire have gone to a lot of trouble to provide as accurate a simulation as possible of that corner of the pub-experience. While other games have accentuated the fantasy element with bizarre sub-games and [illegible] tables, Pro Pinball plays it down the line, only giving in [illegible] moments of madness with the mini-games played out on the dot matrix screen [illegible] pinball fun. There isn't space to go into all the table's gizmos, but everything looks extremely realistic. And if that wasn't enough, the game features twenty new tracks of music by Jake Burns and Bruce Foxton of Stiff Little Fingers, the early Eighties rockers who recently supported the Sex Pistols. If it was any more realistic you'd need 50p to play it.



RELEASE: ....JULY
PLAYERS:..........................1-4
BY: ....EMPIRE

MEG:..................................CD
PRICE:........................TBA
GAME TYPE:.......PINBALL

[illegible] 92
Very impressive. Rich in detail.

[illegible]
All the necessary noises do the business.

[illegible] 92
60 frames per second – smooth as a baby's bum.

[illegible]
Strictly pinball, with some smart dot matrix games.

[illegible] 90
Top notch – and very 'real' sounding.

[illegible]
Only having one table is very limiting.

OVERALL 80
Great, as far as it goes. Which is only one table.

DOTTY [illegible]

[illegible]

[illegible]

[illegible]

The multi-ball option can put as many as six of the little balls on the table at once.

COMMENT

GUS

The table in Pro Pinball is the best of any computer pinball simulation [illegible] Empire's little diamond [illegible]. However, I'm not sure there's the amount of play in that one table that warrants the price tag. But let's concentrate on what it is, rather than what isn't part of the deal. The vital elements — good [illegible] movement — are [illegible] you are [illegible], the [illegible]

COMMENT

MARCUS

There's no doubting [illegible] Pinball's technical [illegible] the game has [illegible] polish and sparkle. Gameplay is absolutely [illegible] less, with the ball and [illegible] responding very realistically. Even the dot matrix bonus games are good fun, with a greater variety and inventiveness here than I've seen anywhere else. So what's [illegible] then? There just isn't enough of [illegible] Pinball is going to face competition [illegible] quality multi-table games such as [illegible] Pinball and the one table on offer here, good as it may be, probably isn't going to be enough to satisfy most people.

SLAM JAM

If you're up for a bit of footie or basketball on your Saturn then you're probably used to the players looking a bit like the smooth-featured cast of Cloudo. Well, for Slam and Jam 96 Crystal Dynamics decided to put an end to all that and created some unusually large sprites that not only look like the players but play like them as well. The price we've evidently paid for this innovation is some cloth-cutting elsewhere – the view is restricted to a perspective behind each hoop at the very end of the court. At half time you swap round, but you view matches from the same perspective, bar replays. The commentary's laid on by NBA veteran Van Earl Wright who quips about the tournaments and exhibitions you play against actual teams or teams of 'all stars' – fantasy squads picked by Magic and Kareem to highlight the very best players for them to play alongside. Let's play ball...

RELEASE: JULY
PLAYERS: 1-4
BY: BMG

PRICE: £44.99
GAME TYPE: BASKETBALL

[illegible] 82
[illegible] but poor. The limited perspective doesn't.

[illegible] 70
[illegible] are good, but the commentary's very repetitive.

[illegible] 81
Narrow, but very smooth.

[illegible] 77
Smooth, fast-moving and fun. But relatively limited

[illegible] 80
[illegible] the mood.

[illegible] 71
[illegible] you might want more than this offers.

OVERALL 75
Unsophisticated but furious and engrossing.

COMMENT

MARCUS

[illegible]

COMMENT

GUS

[illegible]

SLAMMING WITH THE STARS

[illegible]

Euro 96 sent the entire nation into a football frenzy - all of which only increased the market's already healthy appetite for footie games. Acclaim have joined the ranks of software houses supplying demand.

The bells a[illegible] Two issues of Saturn soccer are [illegible] of any game and Striker [illegible]. But what new features does this latest footie fest offer the [illegible] punter? Well, a pseudo Euro 96 option for one thing [illegible] you can get the game to arrange the teams in the same groups as they appeared at the start of the championships. If this wasn't enough, there's [illegible] indoor option where pared down teams [illegible] games where the ball always stays in play. [illegible] Motson, [illegible] Scotland's [illegible] Andy Gray, Sky TV's [illegible] of soccer [illegible] his own distinctive style of excitable [illegible] usually [illegible] himself [illegible] particularly [illegible] crunching tackles. "Och, that would have hurt." "No holding [illegible] here." "Och, I felt that." You get the p[illegible]

COMMENT

OK, straight to the point - is this any better than Fifa, Euro or Olympic Soccer? No is the short answer. Striker is smooth-running, extremely fast and features a truck load of options. But the gameplay is more arcade orientated than in other titles, and matches, while sometimes being quite good fun, aren't really football simulations. The commentary is a big disappointment, with a narrow selection of sometimes inapproriate phrases which set a new low standard. The major redeeming feature is the indoor option, but if you're only planning to buy one football game this year it's just not enough.

COMMENT

I agree with Marcus that Striker doesn't play a very realistic game of football, but in some ways I think that works to its advantage. The market is absolutely saturated with realistic footie sims at the moment, and Striker offers a real alternative. From the small sized pitch to the indoor option, everything in Striker is geared towards immediately gratifying action, and in that respect the game can be fun. However, players looking for true footie thrills would be better off seeking something a little more substantial.

RELEASE: JULY
PLAYERS: 1-4
BY: ACCLAIM

MEG: 4
PRICE: £39.99
GAME TYPE: FOOTBALL

83 Good sprites, good stadiums, good peches. Good, really

Crowd and ball noises are OK. The commentary is very poor.

84 Does what's required with a smooth all-round appearance.

Fast, smooth and especially playable indoors.

81 There's a crunching intro tune that sets the scene well

There are enough options here to keep this fresh.

OVERALL 79 Good for quick indoor kick-around, but this isn't football

Striker's greatest innovation [illegible] it offers the opportunity to play your matches inside glass domed arenas. With none of the weather [illegible] ball can't go off a [illegible] matches move at a bewildering pace and scores tend to be high. The office tournaments soon resembled frenzied games of human pinball with each team sometimes scoring as [illegible] as 7 goals!

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[illegible]

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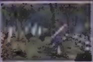


Quite why the import version of this game go such a severe kicking in certain quarters is rea ly beyond us. Now that Treasure's latest 2D gem is finally available in the UK, we recom mend that you take a look at a multi-player bea 'em up with a difference. What's the difference Well, superb Manga-style graphics; three plane of combat (you can tackle rivals in the fore ground, middle and back ground); up to six (yes, six players and a whopping 2 levels than can be played in virtually any order. Playing as new characters and dis covering their speci magic spells adds an extr longevity to a game the already scores high on ori inality in the tired beat 'em up genre. You're only like not [illegible] rested in th game if a) you find the [illegible] [illegible] in scraps a bit confusing to follow [illegible] ilk; c) you're com pletely mad.

DISCWORLD
£44.99
1 PLAYER
SEGA
ADVENTURE

[illegible] Tony Robinson and the late Jon Pertwee. How much you like the [illegible] on whether you've got the time [illegible] to do it justice. Having a copy of the solution book to hand also helps. The only thing preventing this getting a higher score is our low tolerance of Pratchett's sixth-form humour, which is obviously one of the most prominent elements in the game.

OVERALL 80

A huge point and click adventure that Pratchett fans will love. Everyone else might give in to frustration.

OVERALL 93

A truly unique multi-player beat 'em up in a class of its own.

Try it before

Rent any latest release from just

ATHLETE KINGS
£44.99
1-2 PLAYERS
SEGA
MULTI-SPORTS

[illegible] in the strenuous but straightforward gameplay. If there are any [illegible] here, it's that there's no commentary and a [illegible] of two players, but neither of these factors should put you off.

OVERALL 89

Brilliant graphics, solid gameplay, daft competitors. One for those who don't take sports too seriously.

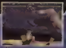
RISE 2: RESURRECTION
£44.99
1-2 PLAYERS
ACCLAIM
BEAT 'EM UP

Capcom [illegible] is inferior to every other example on the [illegible] and that includes Streetfighter: The [illegible]

OVERALL 35

An utter dog's dinner.

VIRTUA FIGHTER
£44.99
1-2 PLAYERS
SEGA PC
BEAT 'EM UP

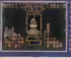


26
OUT NOW

[illegible] essential game though – if your machine is up to it.

BAKU BAKU ANIMAL
£44.99
1 PLAYER
SEGA PC
PUZZLE

OUT NOW



[illegible] and this is likely to be unrivalled in the PC puzzle game stakes, but we think we'll stick to our Saturn copy.

you buy it.
£3.49 for three evenings
BLOCKBUSTER VIDEO

Peace brothers. I, Yob, have just returned from visiting my guru, Nakinoo, in his Walthamstead shrine, where he and his wife Nikki made me most welcome. We shared the symbolic meat pies of friendship and indulged in the ancient ritual of lighting each other's farts with the Zippo of enlightenment. It makes me so sad to return to the sullied world of 'games' and 'readers'. How petty your concerns are. Still if you must, send them to: MEAN YOB, MEAN MACHINES SEGA, [redacted]2 FARRINGDON LANE, LONDON, EC1R 3AU.

ORVILLE

Dear Yob,
I am getting fed up with you taking the mick out of other people I mean, in issue number 44 people are talking about turds and rear ends but it has obviously not occured to you that maybe you make readers stop reading your section of the mag due to you being so offensive. And oh yes, don't go making any biast (sic) comments about this letter
From Lee Roach (aged 12)
PS. Don't take the mick out of my name

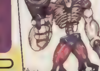
YOB But 'wads like yourself make it so difficult to stay civil. Does your letter have a point to make about games? Does it share with us what an intelligent young man you are? No, you demonstrate that you couldn't be arsed to check your spelling and you're probably heading for a 2-week HND in serving chips. By the way if your first name was cock, that would be hilarious. Maybe I should call you Dick Roach

OCTAVIA

Dear Yob,
We have a couple of points to sort out (they're not questions, so don't tell us to sod off to Q and A. So there
1. LB's opinion why do you wear pink knickers? CC's opinion yeah, I think you've been on that beach too long, Tranny
2. We know how Sonic got blue. So how did Knuckles get his pinkness and knuckles? Uh-oh a question.
3. We have this smelly maths teacher. His knickname is Flo. Any relation?
4. We need boyfriends and would like you to sell them in Mega Mart (we're girls)
5. We're really sorry you have lost all bowel control
6. Send us a copy of Loaded.
7. CC. This is a message to all boys. I'm gorgeous!
Luv from L.B. and C.C. aka 'the Two Young Misses'

YOB You probably think you're a couple of crazy young gals and so funny with it. You sit there in Maths taking the piss, thinking, 'this is a real laff'. Will you be laughing when you're flogging Jockey Y-fronts in Littlewoods and exchanging old ladies skiddy knickers which they claim not have used? I think not. No copies of Loaded I'm afraid, but pick up a cheap man at my meat market.

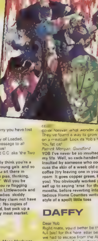
[illegible]



EMU

Dear Yob
I've been reading Mean Machines for ages and have had enough of your pathetic attempts to act hard (which is a bit difficult for a piece of turd from a monkey's arse like you). I don't know why you bother putting a picture of yourself on your page. If I looked as sad as you do, I would hide myself from the world. I mean take your, er, shades for instance. Complete and utter rubbish! Where did you get them, a museum? Worn by the Roman Plebius Maximus no doubt?
Also, why do you wear armour? Oh no, don't tell me, its to protect you from being trodden on by your dog – sorry your mum. And why do you have a massive gun? Oh no, wait, its to protect you from hostile insects, all of which are much larger than yourself. Lastly, although I co[illegible] go on forever, what wonder is this? They've found a way to grow hair on a meatball. Look its Yob's head. You fat git!
Patrick Morgan, Guildford

Zammo from Souther[illegible] of the [illegible]



YOB I've never be so insulted in all my life. Well, so cack-handedly insulted by someone who couldn't cuss the skin of a week old cup of coffee (try leaving one in your bedroom. It goes copper green, I bet you). You obviously worked yourself up to saying 'arse' for three months, before reverting into the tedious Home Counties writing style of a spoilt little toss

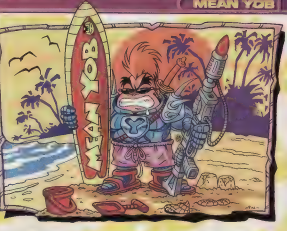
DAFFY

Dear Yob
Right mate, you'd better be thank full (sic) for this here letter because we had to escape from the Albino mental hospital for headless chickens, hop through Bosnia, jump to the moon and climb through a polo, just to write to you. By the way, you SHEPARD'S MARZIPAN CHIMP PASTE (?). Our mate Albert Looney-legs says he saw your head rolling down Oxford street. Is this true? Or is A.L. just being a fraggie? Answer our questions or the fat cat will fart your brains out. 1. Who is the funky monkey? 2. How now? 3. Why is your hair so naff?
Daniel Kemp and Russel Eke
Brighton

YOB This letter is just piece of **. That's all I have to say**

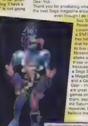
JOANNE GUEST

Dear Yob
I have been following your magazine ever since it started. Because of this, it has made me realise that I would love to do computer programming as some sort of career ▸



am 15 years old and am very near to my final GCSE exams, so I need a career soon to continue through to college. I have loads of ideas for computer games, it's just setting myself a starting point. Thank you very much reading this letter and hope you can help me.
Ryan Warning, Daventry
YOB I can't help but read your letter Ryan, seeing as you send so bloody many of them. A tip: phoning up Virgin and saying 'I have a great idea for a game' is not going to do it. If you want to be a programmer or designer, you're going to have to put some hours in. Get a PC, buy programming books, buy really crap rock band T-shirts, lose all taste in music, abandon your friends and become really ugly, be socially inept in every situation, laugh at programmer jokes and live on a diet of Coca Cola and Picnic bars. Develop life-threatening acne, never expect to have a girlfriend and die buried with a copy of Nobby Goes Ski-ing in your coffin. Good luck!

CHANTI-CLEER



[illegible] Hunter – courtesy the pro[illegible] games. Keep 'em coming

Dear Yob
Thank you for producing what is the best Sega magazine around, even though I do still buy Sega Power. My cousin owns a SNES and has told me that he wants to buy a Nintendo 64. I choke as I say these words because I own a Sega Saturn, a Megadrive and a Game Gear – there are great games on all of them, especially the Saturn. However, I can't believe that Nintendo and Sega are teaming up together so they can get Sonic off us. Why is this occurring? Anyway keep up the good work and may your magazine live forever and ever.
Matthew Bullman, Castleford, West Yorkshire
YOB Matthew sit down, put head between legs, unzip shorts with incisors and relax. Sonic is going nowhere apart from Saturn and Megadrive (okay, maybe the PC). There is no way he would deign to grace that overhyped doorstop known as – what is it this week? – Nintendo 64

MAUI MALLARD

Dear Yob
I've had enough of everyone moaning about their games and their computers. The Saturn is a pucka computer and the games out at the moment are more than adequate. People just want and want and want what they haven't got. This has a lot to do with advertising, but I won't go into that now. People are confused. The Saturn is the same as the Playstation, but both Sega and Sony are rushing their games and it's destroying morale. To put it simply, steak and chips doesn't taste nice raw! So please stop moaning to the mags and use your ink to ask sensible questions and talk to each other peacefully, like we used to before the war.
Sam Foston, London
YOB This is obviously the man who wants to be Paul Johnson, lecturing us like some old bid who gets her windows panned on a regular basis. Steak and chips tastes lovely raw, especially when served with turd tartare, which brings us neatly back to your letter, which is garbage garnished with a large sachet of runny brown [redacted].

Possibly the worst letters page in the world dived to a depth even the Titanic's passengers never experienced. Next month I want a letter from a Tug Boat captain, a card from a foreign missionary woman and a package from a sewage outflow inspector. Get to it!

Q&A

For some people, eating macaroni with chips seems unusual, since you're eating pasta and potatoes: two separate carbohydrate sources. But it's actually better to digest a mixture of these energy sources to sustain you throughout your strenuous lifestyle. Answering letters, for example, can leave me feeling drained and off-colour, so I often reach for the macaroni, the penne, even the linguine tricolore, after a hard day at the office. Incidentally, does anyone still have a working Shaker Maker? Send it to me with your Q&A letters at Gus@Pasta.Chips. Q&A, Priory Court, 30-32 Farringdon Lane, London, EC1R.

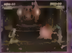
GARY ROSLIN

Dear Gus,
I'll get [illegible] to the point. Answer my questions PLEASE!
1. I'm a big fan of Daytona USA in the arcade, will the new Deluxe Edition be as graphically impressive as Sega Rally, or will it be pop-up city like Saturn Daytona?
2. Do you have any firm information? A release date? Number of courses perhaps?
3. What about Manx TT?
4. Which is better Daytona (on Saturn) or Need for Speed?
5. [illegible] Sega driving stick peripheral worth it?
[illegible]

GUS: Very amusing, 'Mike' [illegible] will be closer to Rally than Daytona. 2. Hopefully November. [illegible] Sega are expecting an alpha disc in August. We expect 2-3 extra tracks. 3. Very quiet on that front. It's being programmed in Australia and there's a Psygnosis connection. 4. Daytona is the better game, overall. 5. It does add something to many driving games, but I wouldn't personally shell out for it.

CHRIS EVANS

Dear Gus,
Hope you're enjoying the summer. Lovely weather isn't it? Right, now I've buttered you up how about a few quesions. [sic]
1. When will Ultimate Mortal Kombat be coming out? You reviewed it ages ago.
2. Any chance of Mortal Kombat Trilogy on the Saturn?
3. My mate told me that Mortal Kombat 4 is going to be in 3D and feature more polygons than Virtua Fighter 3. Is this true?
4. I just got Virtua Cop and am thinking about getting a second [illegible] those cheap third party [illegible] much cop (tee hee)?
5. Don't suppose you've got a spare gun going have you?



GUS: 1. Sorry, GT delayed it. Should be out now. 2. No plans. 3. He don't know jack. 4. Marcus has a couple (he just couldn't get his hands on official guns) and he assures me they are fine (I've got the official Japanese black gun, unavailable here). 5. I love my black gun.

KEITH CHEGWIN

Dear Gus,
[illegible] my friend that you wouldn't answer my letter so don't print this [illegible] I'll lose money!
1. What happened to the cheaper white Saturn? When is it coming out over here?
2. When it does come out, will we get the cool white Japanese pads or the clunky black 'play with' buttons on English ones?
3. I'm thinking about getting my [illegible] fixed to run import games. Does playing on a Scart system really make that much of a difference?
4. What do you think of the Nintendo 64?

GUS: 1. Sega are not releasing the 'Flesh Saturn' ever here. The machine will be internally rearranged but use a black casing. 2. The pads are being changed to Japanese-style dainty ones. 3. Yes. If your telly runs at 60Hz, you get a fuller picture and faster gameplay. 4. Nice, unavailable and has only two games.

MARK LITTLE

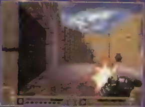
Dear Angus,
1. Is it true that Virtua Fighter 3 is coming out on the Saturn?
2. If so, how good a conversion can we expect?
3. I am a big fan of Capcom fighting games. When are Street Fighter Alpha 2, Marvel Super Heroes, Aliens Vs Predators and Powerbowl going to be released?
4. I am also a big fan of Neo Geo fighting games. Will we see the [illegible] '95 over [illegible]

Cheers matey.

GUS: 1. Sega confirmed VF3 at E[illegible] for some time in 1997. 2. At that time Yu Suzuki made a statement that AM2 would not convert any arcade game it could not do justice to on Saturn in terms of gameplay. They obviously think they can. 3. Alpha 2 and Marvel Super Heroes will get Japanese releases before the end of the year. 4. In October/November. 5. Capcom have decided to adopt that system for all their new conversions.

KIM WILDE

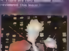
Dear Q&A,
1. What happened to Doom on the Saturn? How long are we going to have to wait?
2. Have you seen anything of it yet? Is it as good as the PlayStation version?



3. When it does come out, will it feature a link-up mode like the [illegible] PlayStation? It'd bloody well better. 4. Any other Doom style games on the horizon? What about [illegible] Hexen?

Craig [illegible], Durham

GUS: 1. GT intend an autumn release (Oct/Nov) but we've still to see anything. 3. It's possible, as the cable technology exists. 4. There are two excellent ones reviewed this issue.



VANESSA

Dear Gus

I bought my Saturn on the day it came out, and I've been a Sega enthusiast ever since. However, recently I saw an N64 running in my local games shop and I have to say it looks absolutely brilliant! Now, I'm in a [illegible]. I'm really looking forward to [illegible] Fighting Vipers, [illegible] Cop 2, but Mario 64 is just unreal. Incredible. I haven't got enough cash to get both systems? What should I do? [illegible]

Bradley Dunne, Bristol

GUS: Let's face some facts. Nintendo 64 is not out here until [illegible] out? You'll be paying through the nose for the next year. Saturn will have two hundred [illegible] Christmas. Many of these are unmissable for real gameplayers. We have N64s in the office, and they are great fun, but I'd honestly spend money on my Saturn at the moment.

ZOE BALL

Dear Gus

1. You said that the 32X is dead. What about the Megadrive?
2. What's been the best Megadrive game over the past few months? I've got Toy Story already!
3. Weren't England robbed in Euro '96?
4. So which do you reckon is the best footy game on the Megadrive then?
5. What are your top three Megadrive games of all time?
6. I'm really looking forward to Sonic 3D any news?
7. What's the cheapest price you've seen a Saturn at?

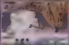
Daniel Swayne, Manchester

GUS: 1. Less and less is happening on the Megadrive, but the quality is improving. Sonic 3-D and Micro [illegible] are going [illegible]. 2. [illegible] '96 3. No, being Scots I can see more clearly than you [illegible] to beat Germany [illegible] 4. [illegible] 5. [illegible] Machines '96, Psycho Pinball and Megalomania. 6. A massive feature next month. 7. £135 (in Japan).

JULIA CARLING

I've been sending letters for [illegible] now [illegible] an answer [illegible]

1. Which is better: Mario 64 or Nights?
2. How about Tekken 2 and Virtua Fighter 2?
3. Is that blue bloke with Gus [illegible] head really you?
4. Tomb Raider looks ace, but [illegible]



first. So it [illegible]
5. Have you [illegible] Sounds [illegible] yet? They're [illegible]

[illegible] Brothers, [illegible]

GUS: 1. They are incomparable. 2. VF2. 3. Oh yes! 4. IT AIN'T [illegible] publishing rights to make it SATURN FIRST. 5. I doubt [illegible]

SEAN MAGUIRE

Dearest Gus

Your [illegible] issue was [illegible] but [illegible] and I'll survive [illegible]
1. [illegible] any link-up [illegible] there [illegible] for the Saturn [illegible] they any good?
2. W[illegible] link-up c[illegible] out [illegible]?
3. W[illegible] the best [illegible]?
4. [illegible] Saturn [illegible] coming out?
[illegible] Keep up [illegible]

[illegible] Pedley, Far[illegible]

GUS: 1. Last month reviewed the [illegible] of brilliant games in the quietest period of the year. You find [illegible] back to health this month [illegible] a dismal effort called [illegible] (import only). 2. Late [illegible] 3. NBA Action is excellent with [illegible] 4. We'll review it next issue. Official release at Christmas (hopefully).

Well, that's another round of satisfied customers sent packing. Tune in next month for a another round of 'Beat The Incredible Tony Mesmer'. Ta da!

mega mart

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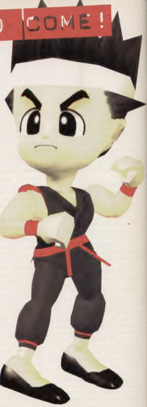

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